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ACTION PACK

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TOTAL RECALL



Ocean's game-of-the film is a stonker!

46

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WIN, WIN! Five personal stereos and ten copies of *Total Recall*! 48

WIN, WIN! A 24-pin Mannesmann Tally MT222 printer worth over £500! 12

WIN, WIN! An absolutely unique *Predator* mask, plus gauntlets. It looks *horrible*... 32

F-16 COMBAT PILOT

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It's been a long time in the making, but Digital Integration's new flight sim is one impressive program

DESKTOP PUBLISHING



14

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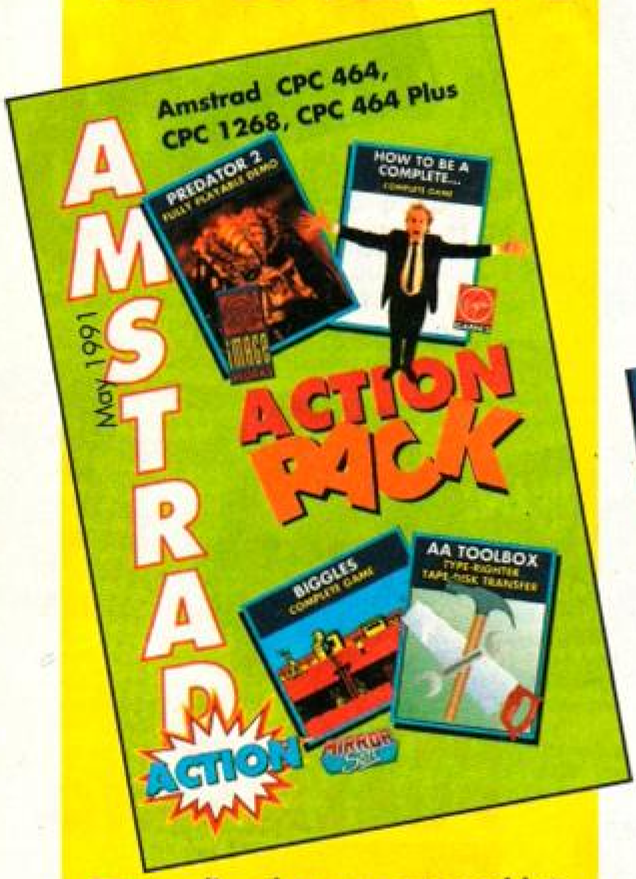
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ACTION PACK

What a treat! The AA Action Pack No. 2 is jam packed with games and demos. to whet your appetite! For starters we have a scrummy fully playable level from Imageworks biggie Predator 2. Then we have the main course consisting of two COMPLETE games, followed by the AA Toolbox for desert. Yum yum!

HOW TO LOAD THE COVERTAPE



Loading the programs couldn't be simpler! The first program on the A-side is *Predator 2*, and if you simply type RUN" (followed by RETURN), that will load first. If you want to play *How to be a Complete Bastard*, on the other hand, just wind into the tape a couple of minutes and type RUN", as before. (The computer will then ignore any remaining code for *Predator 2* and only start loading when it reaches *How to be a Complete Bastard*.)

Alternatively, you can type RUN"PREDATOR or RUN"BASTARD, and the computer will find the programs automatically as you play the tape from the beginning. On the B-side, the filenames you want are BIGGLES, SW, TWRITER and DISK.TFR.

● If you have a disk drive connected to your machine you'll first have to type |TAPE to switch the machine to tape loading rather than disk loading. (The | is obtained by pressing SHIFT and @.) The computer will load the next program.

PREDATOR 2 1

Our exclusive demo this month is a complete playable level from Imageworks' forthcoming movie licence *Predator 2*!

The film is soon to be seen in this country, and is the follow-up to the Arnie blockbuster, *Predator*.

The film is set in 1997. A hostile drugs war is ravaging Los Angles, and it's against this scenario that tough city cop Harrigan has to defeat the evil space-alien.

You get Level One.



● Eat lead, tough guy! The way to ensure peace is war! In the first level of *Predator II* you have ot kill all the drug dealers.

Here Harrigan has to do battle with the drug peddlars in an effort to engineer a ceasefire so he can get on with the proper job of kickin' alien ass.

You have to gun down the baddies as the level scrolls from right to left. Move your sights over them and press Fire to mow them down with your machine gun. Careful, though – they shoot back! It's not possible to dodge their fire, so you'll have to shoot them down before they do the same to you.



● Uh-oh! There's too many of them! You can get the gun on the floor by shooting it – if you live that long!

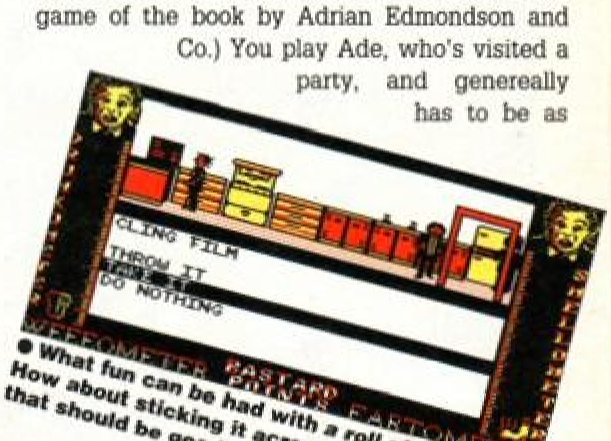
Also on screen you'll see the occaisional magazine cartridge to top up your ammo supply, and uprated guns to increase your firepower. Simply shoot these to add them to your arsenal.

● Predator 2 Controls

Q/up	Sights up
A/down	Sights down
O/left	Sights left
P/right	Sights right
Space/fire	Fire

HOW TO BE A 2 COMPLETE BASTARD

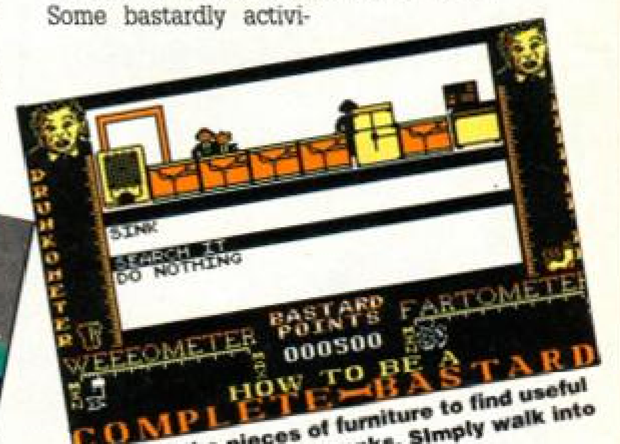
Our first complete game this month is *How to be a Complete Bastard* from Virgin games (it's the game of the book by Adrian Edmondson and Co.) You play Ade, who's visited a party, and genereally has to be as unpleasant and obnoxious as possible. The aim is to get all the other (invited) guests to leave.



● What fun can be had with a roll of clingfilm? How about sticking it across the toilet bowl – that should be good for a laugh!

This is done by doing bastardly pranks. These light up letters from the phrase 'Complete Bastard' at the bottom of the screen. All sixteen letters must be lit in order to win.

There are four scales which vary according to your actions. The Drunkometer mirrors the amount of alcohol you've had to drink. Some bastardly activities can only be carried out when you're well plastered, while others require a far more sober approach.



● Search the pieces of furniture to find useful objests for bastardly pranks. Simply walk into them and press Select to search.

The Weeeometer is also increased by drinking. When it reaches the top you'd better go pretty sharpish – preferably before someone else gets in there and locks the door. (Though you'll no doubt find other places to go.)

Your Fartometer increases according to the amount of food you eat. You can save up fart power to let off a real trouser-ripper. Your Smellometer should be kept as high as possible too. Farting is one good way of doing this.

To carry out the pranks, you'll need to search everything for suitable objects. To search, get

close to an item of furniture and turn to face it. Continue to push in that direction and press Select. Up and Down highlights the options available to you.

Talk to the party guests in a similar way. You must maneouvre yourself towards them and then press Select. A sucessful encounter will reveal their name and your possible options.

The game is viewed using 'Bastavision'. The screen is split into two viewpoints. The top screen is the main window, and Ade moves around according to the joystick/keyboard. The Bottom window can be set to view from any independent angle. It takes a wee bit of getting used to, but once you've got the hang of it, it's extremely useful for lining yourself up with doors and objects and so on.

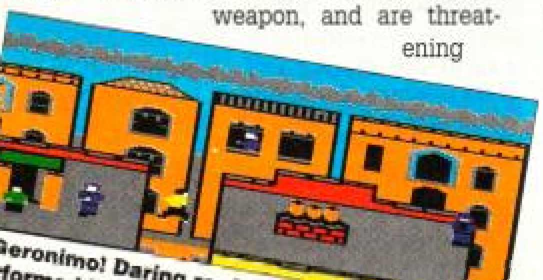
● Complete Bastard controls

Q/up	Up
A/down	Down
O/left	Left
P/right	Right
Space/fire	Select
F	Fart
1	Rotate view in top window
2	Rotate view in bottom window
G+Enter	Quit

BIGGLES 3

It's up, up and away with the complete game *Biggles* from Mirrorsoft! (It's actually licenced from the mid-'80s film rather than the Capt. W.E. Johns books.)

Biggles, along with chum Algy, has found himself in a spot of bother. Seems the enemy have developed some sort of secret weapon, and are threatening the world with it.



● Geronimo! Daring rooftop leaps have to be performed in order to get the secret weapon. Control is swapped by pressing down and Fire.

The first three sections of the game see the two pals going for the secret weapon. There are three ways to get to this; flying through the air in the old kite, leaping from rooftop to rooftop or crawling through war-torn Europe. Suceed, and you can play the fourth part (a separate load) where you have to get the secret weapon back to base again. (You can play without completeing the first part, but it's harder).

● **Biggles Controls**

Use a joystick



● Shoot the soldiers as you make your way through war torn France. You'll need a grenade to take out that bunker.

Tape Trouble?

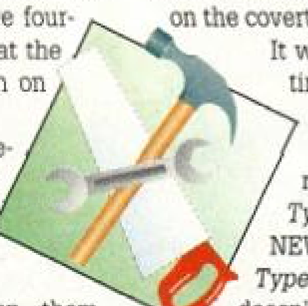
We hope that your covertape will load first time. However, having worked with computers for as long as we have, we know that things don't always go like clockwork. If you have problems loading the tape, try the following:

- **Try loading at several different volume levels if you're using an external taperecorder. Computers can be very fussy about the volume they will load at.**
- **Clean the tape heads. This can be done with any commercially available cleaning kit. Alternatively, use a cotton bud soaked in alcohol. Gently rub the surface of the heads and pinch roller to remove that layer of accumulated grime.**
- **Adjust the cassette recorder's head alignment. The alignment screw is located just to the left of the tape head, and is usually accessible through a small hole. Rotate it a fraction at a time with a jeweller's screwdriver. When the crispest sound is heard, the alignment is spot on.**
- **Sometimes the tape spools can jam or stick at a critical moment. Check the spools in your cassette rotate freely, if necessary giving the casing a slight tap against a table edge just to make sure. If, after trying the all of the above, you still can't get the tape to load then you can return it for a replacement. Send the tape, along with an SAE to:**

AA68 Covertape Returns, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD.

TOOLBOX 4

What's them funny codes in *Type-Ins* and *Cheat Mode* for, then? You know, the strange four-letter codes in the {squiggly brackets} at the start of each line? That's the question on people's lips throughout the country.



Actually, these codes are rather useful. They're not for typing in, though. Instead, they're checksums, designed to help you ensure that you've typed in programs correctly.

When we print listings, we run them through a special program that produces the codes. The codes are worked out from a combination of all the characters in a program line, and are unique for each line. However, the same sequence of characters will always produce the same checksum, so if a line is mis-typed, the checksum displayed on your computer will differ from the version printed in the magazine.

So, wouldn't it be just wonderful if you had the same program that we use? Then, when you had an error in your program, all you'd have to do is check that the codes are identical. Much easier than painstakingly going through every single character on the line...

Well now your wildest dreams have come true! This wonderful program is yours, and you don't even have to type it in! (Because it comes on the covertape, silly.)

It works by generating the code each time the Return key is pressed. It's a machine code program, and hides itself away once it's been run. When you've loaded and run *Type-righter*, it's just as well to type NEW to clear the BASIC area. (Once *Type-righter* has been initialised, it doesn't need the BASIC program.)

Now just type in a listing from *Amstrad Action*. Every time you ENTER a line, the checksum will be printed immediately following the end of that line. (We print them at the start of each line for clarity.) Make sure they match. If the don't, you've made a mistake!

If you prefer, you can check the listing after it's been typed in. Just type LIST, and the codes will appear at the end of each line. If you have a printer connected you can print out the listing complete with checksums by typing: LIST #8.

May you never be troubled by SYNTAX ERRORs again!

But I've got a disk drive...

Disk drive users will no doubt be horrified at the prospect of loading the programs from cassette ever time they want to use them. Well, fear not. At the end of the tape is a special little program that'll transfer all the programs from tape onto disk.

It's the last program on side B of the cassette, called DISK.TFR. Just run it as you would a normal program, wind the tape to the beginning, and it'll transfer all the programs automatically (when you reach the end of side one, you'll have to turn the cassette and disk over – there's not enough room for all the programs on one side of a disk).

If you're using an external cassette recorder, then connect the REM jack to the REM socket if there is one. The computer will stop and start the tape several times as it transfers the files across. If you don't have a REM socket on your cassette recorder then you'll have to be careful to pause the tape in the right places. Pause it when the red disk drive light comes on; this indicates disk access.

Once everything has been transferred, the disk will be full of files. The programs can be run by typing the following:

Predator 2	RUN"PREDATOR
How to be a...	RUN"BASTARD
Biggles (part1)	RUN"BIGGLES
Biggles (part 2)	RUN"SW
Type-righter	RUN"TWRITER
Disk transfer	RUN"DISK.TFR

Amscene

ARNOR IS BACK WITH NEW SOFTWARE

New print utility joins best-selling *Protext* suite as Arnor reports increasing sales

Arnor, publisher of the excellent word processor *Protext*, is returning to CPC development with a brand new product. Called *Protype*, it's a print enhancer designed to be used with standard Epson-compatible printers, and promises to transform printed output with a whole range of features which include seven different fonts and special characters and accents for over forty languages!

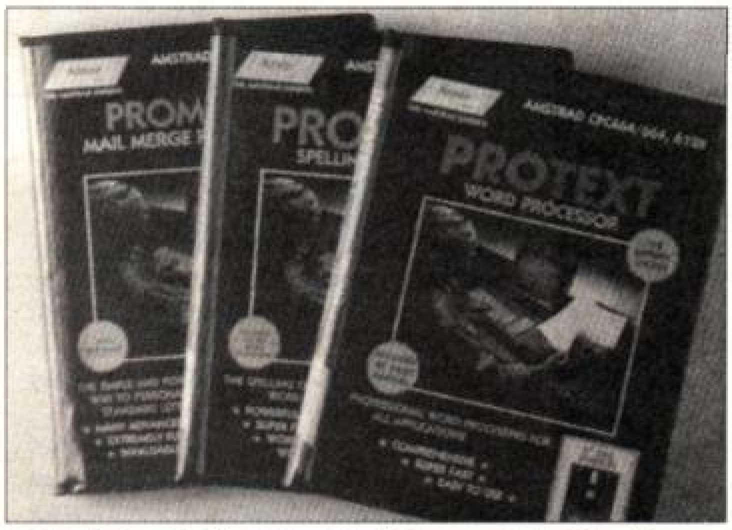
The program has apparently been several years in the making, and its full list of specs is as follows:

- Seven fonts with subscript, superscript, underline, box, encircle, mirror images
- Right justified proportional printing with any combination of fonts, kerning
- Tabulated proportional text
- Line graphics
- 54 extra characters on-screen including accented letters, accent keys defined
- Multiple accents on any letter

Although *Protype* fits neatly into the *Protext* family, it will in fact work with other word processors and programs, even BASIC!

Protype's arrival comes at a time when many publishers are having second thoughts about remaining in the 8-bit field, and is great news for Amstrad owners dedicated to using their machines for anything other than games.

However, although *Protype* is evidence of Arnor's continuing commitment to the CPC range, the company explains that the timing of its release was due simply to the fact that the product had reached completion rather than forming part of a grander marketing strategy. Arnor is nevertheless reporting a boost in *Protext* sales from last autumn, which may be a result of Amstrad's relaunch of the CPC range.



● Arnor's formidable *Protext* family is soon to be joined by *Protype*, a powerful new printing utility.

SD Micro Systems goes on the offensive

Hitchin-based SD Microsystems is launching a "Spring Software Offensive" with no fewer than five new products.

- *Picture Disc* contains over 400 pieces of clip-art which can be used with the company's desktop publishing program *Page Publisher*. The pictures are converted from American public domain sources. *Picture Disc* costs £12.50.
- *Home Finance* lets you carry out all your household budgeting with a comprehensive range of accounting features. The program was first released a while ago, but has until now been difficult to obtain, due the producer's difficulty in marketing a single product effectively. *Home Finance* is £14.95.
- *DiscBase* is a powerful disk file organiser, and is another program which had fallen by the wayside until picked up by SD Microsystems. *DiscBase* is £12.50
- *Graph-Master* is a brand new product which lets you produce graphs in any of ten different styles, including histograms, pie charts, bar graphs and more. Price is £14.95.
- The fifth program is a handy disk utility that carries out all the usual list/run/print/erase commands, but all with single keypresses. There is also an un-erase option. Best news of all is that this program is completely free, and is being given away with all software order.

SD Microsystems also offers a range of other bits and pieces for Amstrad owners. For more information, call 0462 422897.

FREE "COLOUR KITS" FOR PRINTERS

Printer maker Citizen is to give away colour printing kits with three of its printers.

The models involved are the Citizen Swift 9, Swift 24 and Swift 24x. Each will accept an optional "colour kit" including a user-installable colour ribbon and motor. These kits usually sell for £38-41, but Citizen is going to be giving them away as part of a "major initiative to promote the benefits of colour printing". The offer – "Citizen Extra" – will run for a limited time only, expiring at the the of May.



● Citizen is offering a special deal with three of its printers. For a limited time, the company will throw in a "colour kit" free.

The Swift 9 is an 80-column 9-pin Epson and IBM-compatible printer which runs at 160cps in draft mode and 40cps in NLQ. It has four built-in fonts and a push/pull tractor feed. The Swift 24 and 24x are both 24-pin machines, the second being a wide-carriage version. They can print at up to 192cps in draft mode, are IBM, NEC and Epson-compatible and have five built-in fonts.

News of the colour kit offer follows hard on the heels of a price reduction on the entry level 24-pin 124D model last month. The Swift 9 currently retails at £239, the Swift 124 at £365 and the 124x at £489. To find out more, call Citizen on 0895 72621.

Meanwhile Star has announced a series of price cuts affecting its "Professional" series of highly-specified, heavy-duty dot-matrix printers. The 9-pin FR-10 drops £60 from £459 to £399, while the FR-15 wide-carriage version drops £100 to 499. The 24-pin XB24-10 drops from £599 to £499, while the wide-carriage XB24-15 drops a massive £190 to £599.

At the same time, Star is also offering a "drop-in" colour kit plus ribbon worth £39 with the FR-10 and XB24-10, free, in a deal which competes directly with Citizen's current offer. Star Micronics is on 0494 471111.

PALACE TO BACK CPC PRODUCT AGAIN FOLLOWING FRENCH TAKEOVER

Software house Palace has been sold by its parent company, the Palace film and video organisation, to French company Leisure Holding. Leisure Holding also owns French software house Titus, though any kind of merger between the two is being ruled out.

Despite the sale, no immediate changes in the company are planned. It will stay at its current base and continue to be run by managing director Pete Stone.



● **Palace Software has been bought by French company Leisure Holding, which also owns Titus. Which is good news, because the company is coming back to the CPC market!**

Palace has been responsible for such Amstrad classics as *Barbarian I* and *II* and, more recently, the excellent *International 3D Tennis*. Head of the Palace group, Chris Graib, is fatalistic about the deal: "Having nurtured the software division over the years we will be sad to see it go. However we were impressed by Leisure Holding's organisation, activities plans and enthusiasm and they made us a good offer. The timig is good for Palace Software. The games market is changing fast and is particularly competitive."

Palace Software had previously indicated its intention to withdraw from the 8-bit market for good, but with ownership now moving to France, a traditionally strong CPC market, will the company change its mind? Well, funny we should ask. Pete Stone: "As you know, the CPC is a very strong machine in France. As a direct result of this move, we will be próducing 8-bit software again".

In fact, Palace has just tied up a deal with French developer Microids to publish its next four games. Two games, *Swap* and *Sliders*, should be out in a couple of months' time on all the 16-bit formats and the Amstrad CPC.

MICRONET NOW FREE OFF-PEAK!

Dedicated comms users will be delighted to learn that Micronet is introducing a new charging system which could reduce users' bills dramatically.

From the 1st of April, subscribers will get unlimited free access (off-peak times only) to all Micronet and general Prestel information. The only cost will be that of a local phone call.

There's a slight catch, in that users will now have to fork out a sub of £30 per quarter. This is what business users were paying anyway, but is £10 more than the previous "residential" rate. Nevertheless, heavy users should find the new system reduces their bills by more than enough to make it worthwhile. While off-peak access is now free, at peak times users will pay 8p per minute.

If you're interested, you can find out more from Micronet on 0442 237237.

YET MORE 6128 UPGRADE ROMS - CHEAP!

Those elusive 6128 upgrade ROMs are about again! Supplies of the ROMs, which allow 464 owners to upgrade their machines to full 6128 specifications, were banned over a year ago, when the producer, Locomotive Software, discovered they were being sold outside the licensing agreement (Amscene, AA54). Amstrad they withdrew the chips from the market, causing much consternation amongst 464 owners and a general upward spiral in the price of those chips still on the market.

Well, after a few months of near-unavailability, limited supplies of the chip are back, and at a new, lower price. Bradford-based Microstyle (0274 636652 – after 2pm) is selling the wee beasties at £24.95, while WAVE (0229 870000) is offering them at £24.50. Stocks are limited, so you'd be well advised to phone to check availability, plus postage & packing.



● **Once again, 464 owners can now upgrade to full 6128 spec. Those elusive 6128 ROMs have surfaced again, this time at a bargain price...**

AEROBIC SPECS ALLEVIATE EYESTRAIN SHOCK!

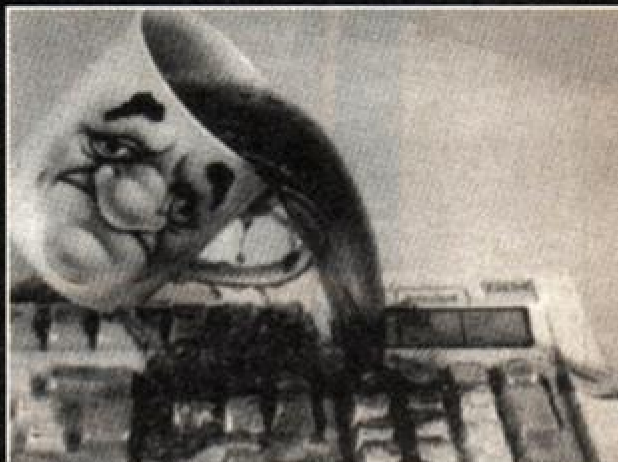
If we didn't know better, we'd think this was a belated April Fool's joke. An company called Larkhall Natural Health is marketing "aerobic glasses" designed to alleviate eyestrain and headaches caused by staring too long at computer screens.

Apparently they work on the "pinhole principle", which allows the eyes to relax and recover naturally. The glasses should be worn up to a maximum of 20 minutes per day. We have been experimenting in the AA offices with a large cardboard box and a knitting pin, in an effort to simulate the results.

The Aerobic glasses cost £27 per pair, including postage and packing, and are available from Larkhall Natural Health on 081 874 1130. A deluxe pack is available too, by the way, and includes eye exercise charts and a detailed information book for £42...

SAFE FROM SPILLAGE?

Sick of your printer making an unholy racket? Kador is offering a DIY acoustic printer cover kit for £38.95 upwards, according to model. And if that doesn't tempt you, how about a moulded, waterproof keyboard cover that will protect your keys from spillages, dust, cigarette ash etc? Kador is on 0443 740281.

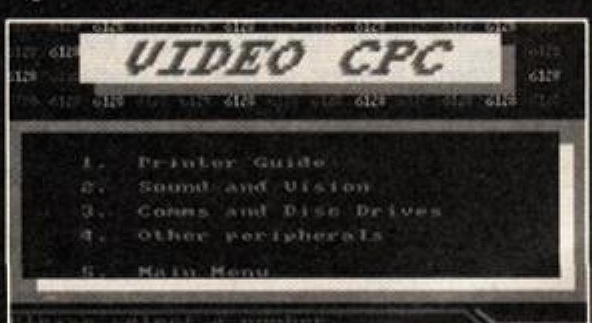


● **Do you regularly spill tea, coffee and other corrosive substances all over your keyboard. If so, Kador may well have the answer...**

EVERYTHING YOU EVER WANTED TO KNOWz...

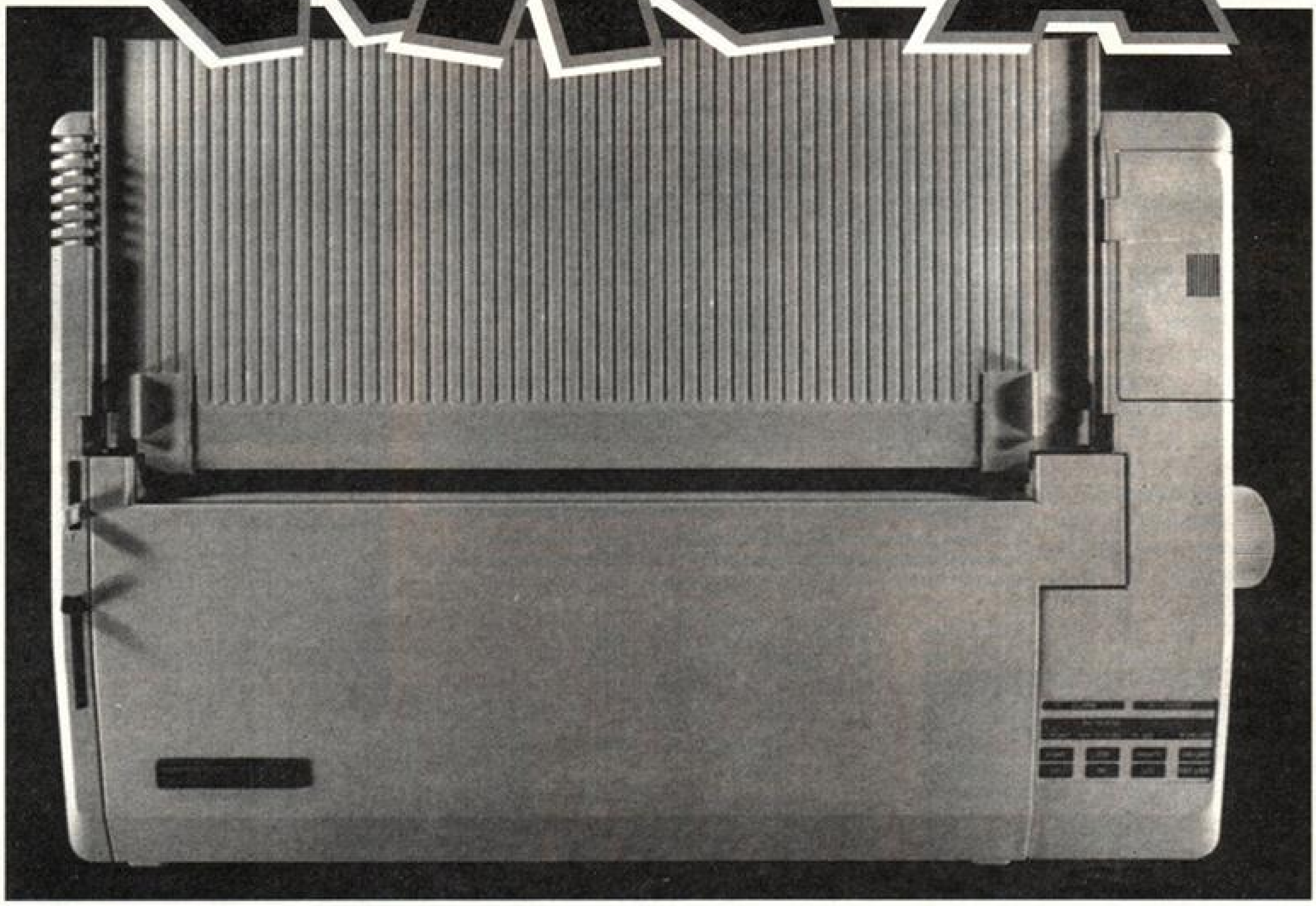
Amstrad buff Ferguson Sugar has come up with a rather natty menu-driven database containing all sorts of information about the CPC. Books, printers, hardware and software are all detailed, and there's even a section on the CPC's history. To get a copy, all you have to do is send a blank disk and a stamped SAE to: Video CPC, 18 Morris House, Wigan WN1 3QX.

AA



● **Video CPC is a free menu-driven database devoted to the Amstrad, its peripherals, software and even illustrious history!**

WIN A



MANNESMANN TALLY 24-PIN PRINTER!

To co-incide with our desktop publishing special, *Amstrad Action* and Mannesmann Tally are giving away a fantastic 24-pin Mannesmann Tally MT222 printer worth over £500.

24-pin printers offer far higher print quality than ordinary 9-pin machines, as well as higher print speeds. Their increased resolution and excellent graphics capabilities make them ideal for desktop publishing purposes as well as ordinary letter printing.

To make sure that our prize goes to a good home, however, on where its specialist features will be put to good use, we're going to check your knowledge of desktop publishing, the Amstrad and printers with no fewer than six (aaargh!) little questions:

1. *Amstrad Action* is laid out on-screen using which leading machine?
(a) IBM PC
(b) Apple Macintosh
(c) BBC Electron

2. What does the printing term 'leading' refer to?
(a) The space between words
(b) The space between letters
(c) The space between lines

3. The Amstrad CPC has which type of printer interface?
(a) RS232
(b) Centronics
(c) SCART

4. Name the Amstrad's central processor. Is it...
(a) An 80486?
(b) A 6502?
(c) A Z80?

5. What does 'cps' stand for?
(a) Characters per second
(b) Coded printer signal
(c) Character pin set-up

6. What is 'tractor feed'?
(a) A mechanism for drawing continuous stationery into a printer?
(b) Another name for an automatic sheet-loader?
(c) A ton of well-rotted silage and a gallon of engine oil?

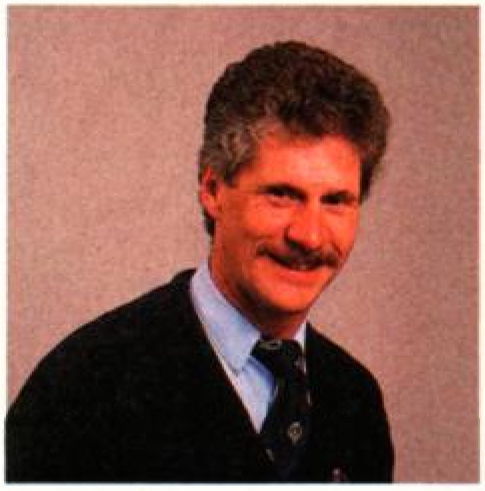
Simply write down your answers, e.g. 1. (a), 2. (b) etc, on a postcard, and send it to:

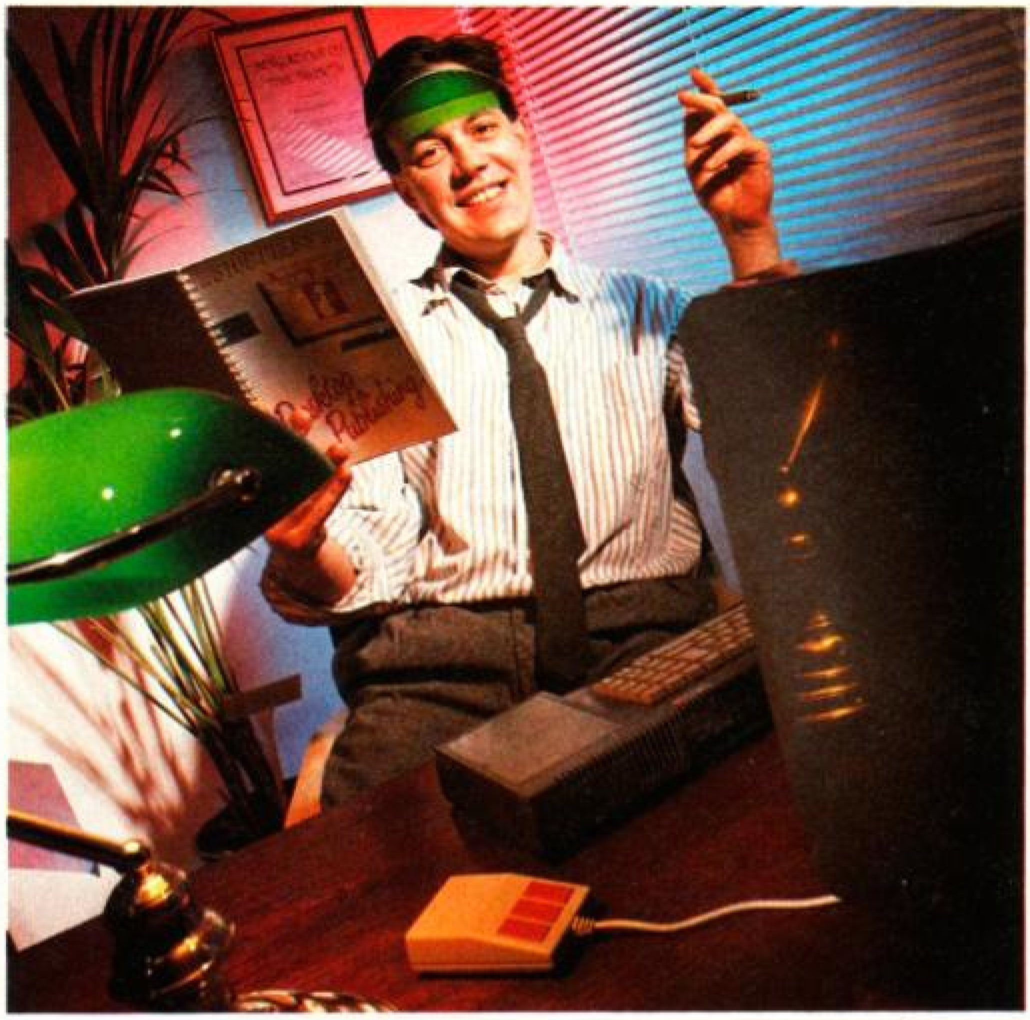
PRINTER COMPETITION
AMSTRAD ACTION
29 MONMOUTH STREET
BATH, AVON BA1 2BW

THE RULES:
1. Closing date is 31st May 1991
2. Only one entry allowed per household

● The winner will be the first correct entry selected at random from all those received before the closing date.

HOLD THE F





We continue our look at Desk Top Publishing on your Amstrad. This month ***ALEC RAE*** *puts theory into practise and tells you how to get those ideas onto paper.*

So you do want to go into competition with *Amstrad Action*? But where do you start when designing a newsletter on a desktop publishing package?

Well the first thing is to decide on the size of your publication. Most DTP programs will allow you to design A4-sized pages, although you may well want to produce smaller pages than this. For instance, if you want to produce a newsletter with A4-size pages, the normal way would be to print four pages on to both sides of an A3 page, which you then fold in half. The best way to do this is to print out each page separately and paste them on to the bigger sheet.

If you are going to be really ambitious and produce an 8 or 12-page publication, it is best to do a quick mock-up to make sure you print the correct pages in the right place. It's not as easy as it sounds.

Naturally, not everyone has access to printers or duplicators that can handle A3 paper and, perhaps more important, it is quite hard to fill four A4 pages. So a lot of newsletters are made up from an A5 page size, with four pages being printed to an A4 sheet.

The presses roll

Even with a really good, quick printer it is unlikely that you will want to mass-produce a newsletter, printing out perhaps

Stop Press

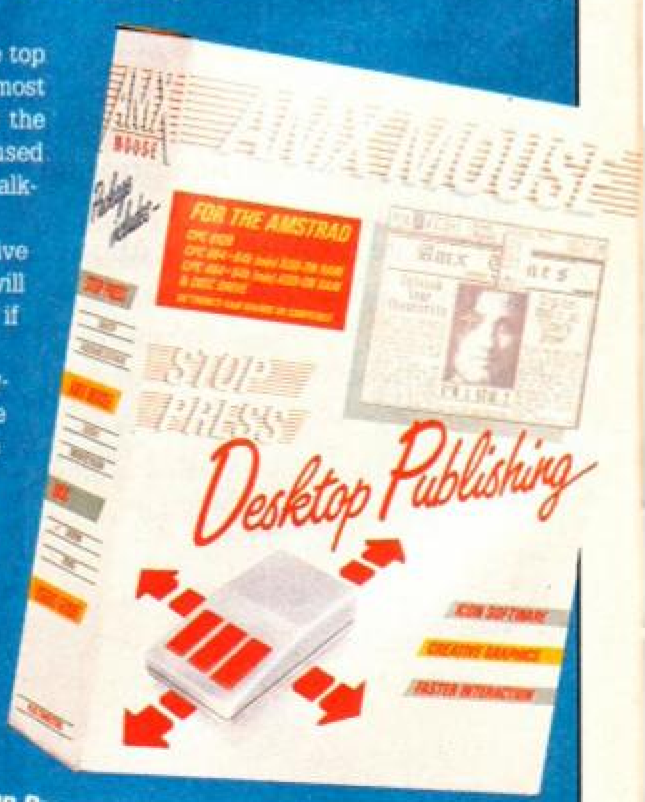
Stop Press is widely regareded as the top DTP package around. It offers the most advanced features found on any of the CPC packages. (It's the one we've used for the create your own page walk-through.)

The package requires a disk drive and 128K of memory, so 464 owners will need to upgrade their machines if they're to use the package.

It can be used with keyboard, joystick or mouse, the latter being the most controllable. (Though using the keyboard is fine.)

To coincide with our feature, we have arranged to have two very special offers made available to you. Firstly, the mouse version of *Stop Press* is available at a much reduced rate through our mail order pages. See pages 84 and 85.

Secondly, the standard version of the package is available completely free when you take out a year's subscription to *Amstrad Action*! For details, turn to page 89 now!



Stop Press is the Amstrad DTP package. Find out how you can get your hands on a copy for free!

RONT PAGE!

hundreds of copies on your printer.

Instead, most people print the pages out once and then duplicate them, either through a professional printer or, more normally with a photocopier.

If you are using a photocopier that can reduce in size, you're laughing. You can simply design the page on an A4 format and then reduce the size to fit the A5 size. This allows you to work with a decent size of page on screen and it also improves the quality of your text and pictures. What it is particularly good for is cutting out the 'stepping' effect that you get on the curved part of letters when you use a dot matrix printer to print out large headline text.

It does mean that you have to use a bigger than normal type size, though, to allow for the reduction. But with most DTP packages this is no problem.

Advance in columns

Once you have decided on your page size you will have to decide how to divide up your page.

DTP programs generally allow you to split the page into a number of columns, and as all page design should really be aimed at making everything readable, you should try to use this column function. Reading text in quite narrow columns is far easier than reading a line that straggles right across a page.

On the other hand, you can't make the columns so narrow that you only get one word to a line. Even if the package will allow you to set eight columns you are best to stick to no more than three on an A4 page and two on an A5.

You're my type

Then you have to decide on what type face you want. This is one of the real danger areas for the beginner in DTP. There are often a good choice of fonts, most of which look far more interesting than the ones you normally get out of your printer.

But again, the whole thing comes down to readability. Old English font may look really different, but it also is virtually impossible to read, especially if there is a lot of text.

With most DTP packages there are special 'body type' faces, small fonts that are particularly suitable for the great swathes of text that make up the 'body' of your newsletter.

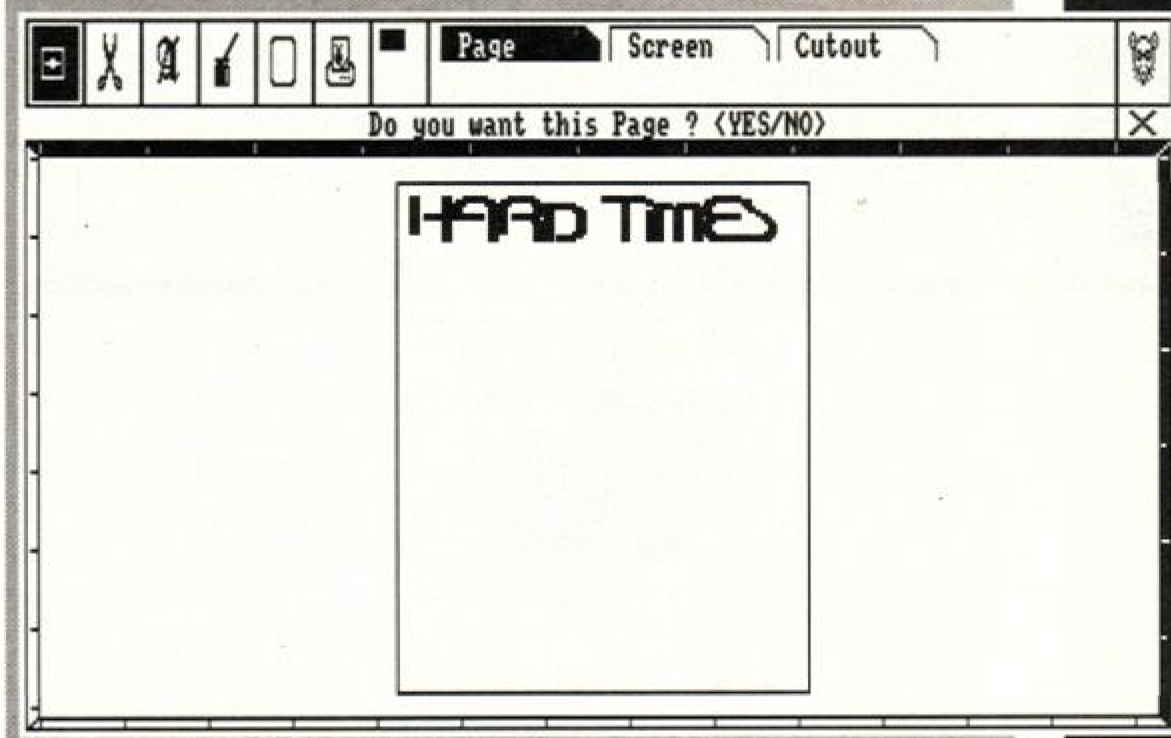
Whatever typeface you choose it is important to stick to it. Even if you have a choice of fonts it is most unlikely that they will look good next to each other. Most magazines and newspapers use only two or three fonts at the most.

Making the pages

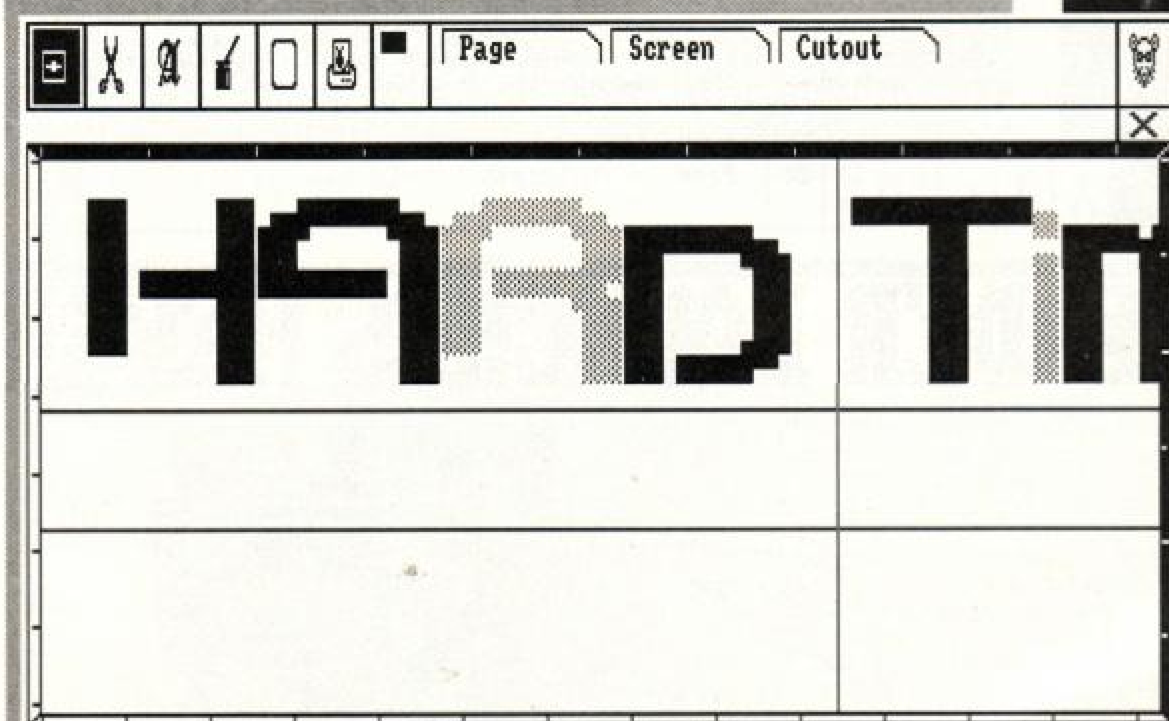
So now it's up to you. We've given you all the pointers, but just how easy is it to make up a page in practise? We used *Stop Press* to create a page from scratch. This step-by-step guide tells you what you need to know to lay out you first page.

Before you load *Stop Press*, there are a couple of things you'll have to do first. You'll need some pictures and text to be put into your page.

Although the program offers facilities for creating both, it's much easier to use dedicated programs – an art package and word-processor – to originate the work, and then import them into the DTP package for laying out on the page.



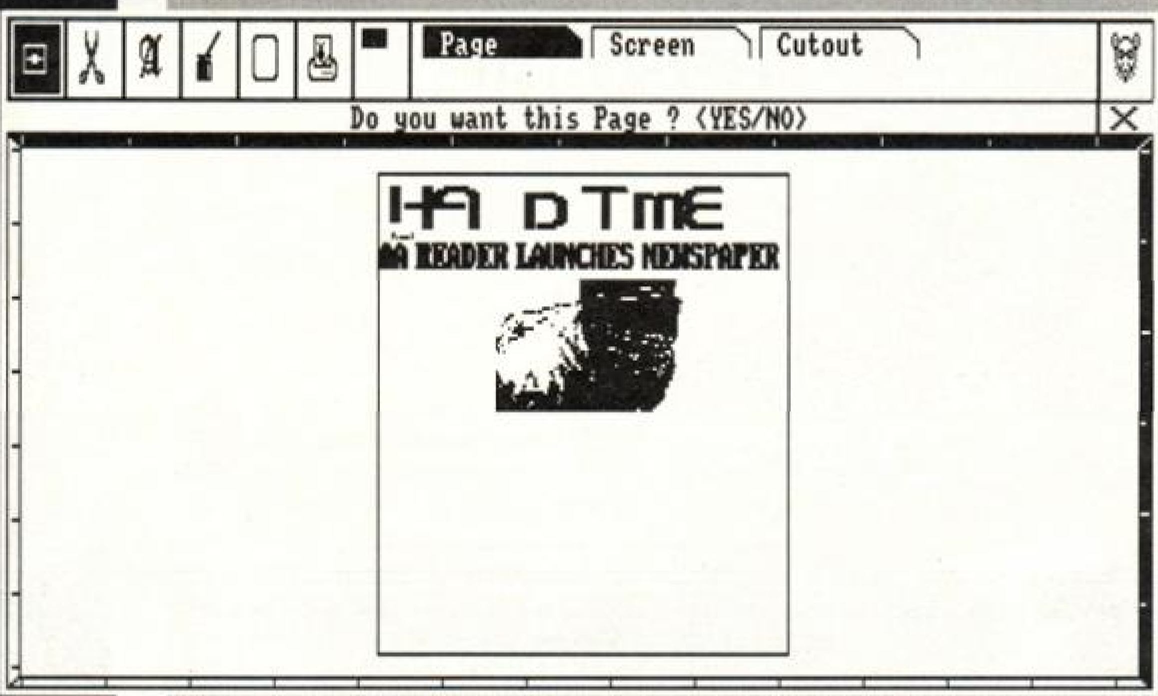
1: Making up a page in *Stop Press*. Choose an exotic type-face for your masthead. It's one of the few chances you get to use them. Adjust the size to fill the top of the page.



2: Graphic special effects work on text as well as pictures. 'Paint' with a specially created pattern to brighten up the masthead.



3: Now to be sensible. The standard type face is used for the headline – it has to be easy to read at a glance.



4 (above and below): A picture is worth a thousand words. This comes from the *Stop Press* Cutout library and is placed with the *Load Cutout* command.



Rather than use different fonts it is more sensible to ring the changes by using bold, italics and/or different type sizes. For instance, you might highlight the introduction to a story by putting the first paragraph in bold. Or you might pick out an important point in the middle of the text by putting it in italics. But again, don't go overboard. Too much of this sort of thing can make the reader dizzy.

Can it be justified?

You normally have the opportunity to decide whether to make your text justified (with each line spread out to take up the full column width) or 'ragged right' (with the line ending where it would naturally).

Generally, if you are working with quite narrow columns and, especially, if you want to get a 'newsy' feel to your page, you should justify the text. Magazines are more inclined to use ragged right margins.

Some programs will allow you vary the body text size. While this is a great advantage in that you can adjust the size of the text to fit the space you have available, there is also a great danger in this. If you use a variety of type sizes on the same page it can very quickly become very scrappy. Once you have decided on a size for your body text it is wise to stick to it as much as possible.

Sometimes there is also the opportunity to alter the spacing between lines (all us clever people call it leading) or column widths. This is a better method for adjusting the amount of space you story takes up but, again, it can look quite strange to see two columns with different leading next to each other.

Although it is not easy with any of the DTP packages available on the CPC, it is best to try to cut the length of the text or add more to make it fit. Most will allow you to cut text and to type in direct on to the screen so it's not impossible to get stories to fit properly.

One tip that is worth picking up from the professionals is the use of cross heads – those little sub-headings that you get every four or five paragraphs. These do help to underline what is important in the following section and they do make the page look more interesting.

Banner headlines

It is perhaps more difficult to pick a font for your headlines. Most DTP packages will offer you quite a wide range of fonts including some that look very interesting.

The thing to remember is that if a font looks 'very interesting' it probably means it is virtually impossible to read more than three words of it without giving yourself severe eye-strain. All the really readable fonts have been used to death and look pretty boring.

You may choose to go for one of the exotic type faces and let the readers take care of themselves. But, as most people are producing a newsletter in the hope that

someone will read it, it must be said that there is much more chance of it being read with a boring old type face.

And if you want to look professional, choose perhaps one or two headline fonts and stick to them. There is only two occasions when you will see more than three headline fonts on a page – in an advert for a DTP program when they are wanting to show you what it can do, and when someone had just got a new DTP package! The sensible thing to do is to choose a bigger version of your body copy.

All the DTP packages will allow you to change the size of your headline font to a greater or lesser degree. The more flexibility you have in this, the better your page will look – obviously, you want the headline to fit the space at the top of the page as neatly as possible. This can be done either by changing the number of words in the heading or changing the size of the type. If you can't alter the size of the text, you need to have a good imagination for writing headlines. You want a variety of font sizes and single and double deck headlines (one and two line headings) to make the page more lively.

Height or width?

Another pitfall is the way some programs will allow you to adjust the height and width of the letters independently. This is common in the expensive DTP (like the one *AA* is designed on) and is ideal for getting a headline a fit the space exactly.

The problem is that on the CPC, using a dot matrix printer, each letter is made up of a series of dots. If you change the height or width. the program simply sticks in extra rows of dots.

If you are making small adjustments to height or width this can lead to quite noticeable distortions. In some cases, you may be quite happy with this. But if you are not sure, try printing it out to see what it looks like before you design a whole page round it.

It is also worth working out how big you can make your headlines before the letters start 'stepping' – the ragged edge you get on the curved part of larger text.

The one place where you definitely can get away with exotic type, however, is the masthead. (The masthead is the bit at the top of the first page that tells you whether you're reading *Amstrad Action* or the *Milton Keynes Pigslaughterers' Guardian and Gazette.*)

This doesn't really have to be readable. Most people know when they are reading the *Milton Keynes Pigslaughterers Guardian and Gazette* without reading the masthead. You can therefore go to town, picking the most outrageous font you want. With some packages you can also make use of the graphics features to make the text more interesting. You can use a pattern on your masthead, put the text against a more exciting background or even combine it with a piece of graphics or clip art.

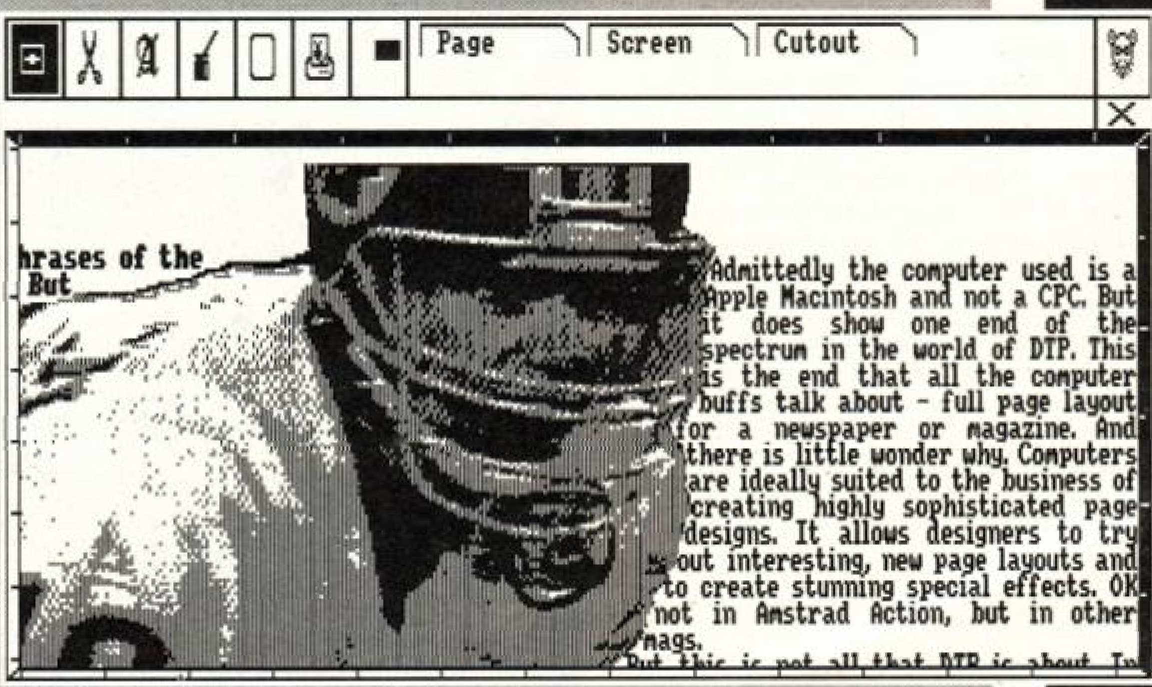
AA



5: The first couple of paragraphs are set (in bold) using the *Autoflow* feature. A text window is set to contain it. Crossheads are added using the *keyboard text* command.



6 (above and below): The rest of the text is flowed in using columns. Another story is started with a bold headline.



READERS CHARTS Special!

In *AA64* we finished off our two-part review of the year's best games. We also gave you, the readers, the chance to vote for your favourite games of 1990. This is what you said...

Now then, pop pickers, we have finally assembled compiled and arranged your choices for the best games of 1990. It was a colossal task, and one which took months of collecting and storing all of the valuable data you sent to us. Our mail man had to endure the task of dragging the huge sacks of letters and entry forms up the stairs. The office was deluged in a flood of mail of almost Biblical proportions. But, resolute in our desire to finish the task, we waded through the mountains of post, and discovered, sometimes with horror, and sometimes with a kind of moist happiness, what your fave raves are. (*That's enough gushing – ed*)



● ***Lords of Chaos*** **is the 'magical' successor to *Laser Squad*. It could hardly follow the original, but it's still excellent.**

As it turns out, your tastes are quite varied. You lot seem to like everything from the most mindless shoot-em-up to the deepest, most intellectually demanding adventure games. We are, however, glad to announce that your faves are almost exactly the same as ours!

We did get a couple of very bizarre entries, voting for some of the biggest turkeys of all time. Remember *Hercules*? A bit duff, to say the least, and certainly not from 1990! That's right, we also received a few votes for games which were much too old. Pay attention next time!

Platform games were easily the most popular category, if there is one thing you folks agree on, it's that jumping and bouncing are good ways to spend a rainy afternoon. Second on your list of fab genres are shoot-em-ups. It seems you just cannot find enough aliens to kill. Even when there are aliens aplenty, you still want beefier, more devastating power-ups. Arcade conversions generally fit the bill in this

SHOOT-EM-UPS

Here are the top five shoot-em-ups as you, the readers, voted. How many vile alien scum did you wipe out before you put pen to paper?

1 Turrican — Rainbow Arts
We thought Rainbow Arts' blaster was excellent too. The graphics were great, the gameplay spot-on and the sheer numbers and relentlessness of the baddies had us all gasping.

2 X-Out — Rainbow Arts
Rainbow Arts had a good year in 1990. *X-Out* was as fast and tough as any shoot-em-up we'd seen, and had the added factor of a huge range of extra weapons you could buy in a shop! Only just pipped to the post by *Turrican*.

3 P47 Thunderbolt — Firebird
Horizontally scrolling world war 2 action. Fly your P47 deep into enemy territory, and give them a good hiding! There wasn't much that was new in this game, but it was very playable and there were some stunning graphics

4 Operation Thunderbolt — Ocean
First person perspective machine gun fun. If it moves shoot it, if it doesn't... the sequel to *Operation Wolf* with more of everything.

5 After the War — Dinamic
Surprise entry time again. A horizontally scrolling blaster, and one that almost gives war a bad name (perish the thought). Not too tough, with superb graphics.

PLATFORM GAMES

Definitely in vogue at the moment, platform games seem to be everyone's favourite pastime. Often cute, but seldom dull, they can encompass quite a wide range of styles. They all have one thing in common though – pixel-perfect timing.

1 Rick Dangerous II — Micro Style
Easily the best platform game of last year, this platform extravaganza will keep you awake until the wee small hours. Lots of exploring, puzzling and wicked gameplay.

2 Turrican — Rainbow Arts
Well, this one just about qualifies as a platform game, we suppose. No puzzling, but plenty of exploring and some very nasty surprises...

3 Fantasy World Dizzy — Codemasters
Who said eggs aren't hard and cool? Dizzy is, and you'll find out why if you watch him somersault skyward. Dizzy is a bit of a cult figure in the budget market, not least because all the games he's in are very playable and very captivating.

4 Rainbow Islands — Ocean
Oh, it's so cute it'll just make you want to blow your groceries. Guide the big-headed sprog through a maze of platforms on his magic rainbow bridges. Superb playability.

5 Myth — System 3
Tricky platform puzzler with more than an element of violence! Nice spooky atmosphere, and lots of lush graphics, even if they are Speccy ports.

The Rip-Roaring Radical Readers' Raves (the, er, top 20)

1. **Rick Dangerous 2** — **Micro Style**
Daring Dickie Dangerous has the readers' vote by a mile. His platform antics and puzzling mayhem obviously had you hooked from the start!

2. **Turrican** — **Rainbow Arts**
Sci-fi blast-o-rama! The leaping, sprinting, shooting, killing, blasting cyberdude only just misses out on the no. 1 slot of 1990.

3. **Fantasy World Dizzy** — **Codemasters**
Budget laffs aplenty, as our intrepid egg-like hero is confronted by more puzzles than you can shake a stick at, and all this for a measly three quid!

4. **Burnin' Rubber** — **Ocean**
Does tearing round international circuits in a hugely powerful supercar sound good to you? Fab graphics from this first ever Amstrad console game.

5. **Chase HQ** — **Ocean**
More driving fun, but this time chasing criminals around America. You don't just pull them over, though – you Bash 'em off the road!

6. **Lords of Chaos** — **Bladesoft**
Deep, dank dingy dungeons, and diabolically dastardly denizens! Lords of Chaos was a great follow-up to the classic Laser Squad.

7. **Rainbow Islands** — **Ocean**
Even cuter than a big bag of fluffy cute things, the best arcade conversion of the year makes it into the top ten. Aaaw, innit *cute*?

8. **Iron Lord** — **Ubi Soft**
Brilliant graphic adventuring, but where did you lot get your copies – it's not even out in English!

9. **Italy 1990** — **US Gold**
The fave footie sim in the chart! Pull on your special Gazza wig, and give that football the kicking it so richly deserves...

10. **Sim City** — **Infogrames**
At last! The chance to build and control your own city. A bit of nifty town planning is required to keep your citizens happy.

11. **Ghostbusters 2** — **Activision**
Spooky goings on in New York in this excellent movie tie-in. Stop the slime engulfing New York, and destroy Vigo the Carpathian!

12. **Shadow of the Beast** — **Gremlin**
You're half man, half er... *thing* in this scrolling beat-em-up. Lots of area to map and explore, and nice graphics throughout.

13. **The Untouchables** — **Ocean**
You too could have a machine gun just like Elliot Ness. Pull on your Armani suit and go do some good in '30s Chicago.

14. **Fighter Bomber** — **Activision**
Filled polygons enhance the action no end in this truly outstanding flight simulator. Chocks away, chaps!

15. **Bloodwych** — **Image Works**
RPG time – it's the usual Dark Ages dungeons and dragons stuff, but with enough style and originality to pull it off.

16. **Klax** — **Domark**
Excellent puzzling antics in this *Tetris*-type affair. Stack coloured blocks in horizontal, diagonal or vertical lines to win the day.

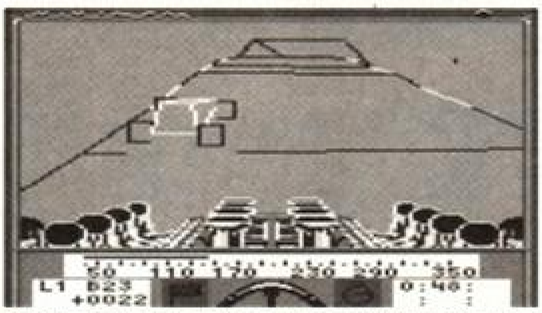
17. **Fiendish Freddy** — **Mindscape**
Multi-event circus fun in one of the weirder games to hit the Amstrad scene. A surprise late entry into the top twenty.

18. **Myth** — **System 3**
Platforms action again, this time set against the backdrop of ancient Greek and Roman mythology. Nice graphics and spiffy gameplay.

19. **X-Out** — **Rainbow Arts**
Tremendous shoot-em-up action in a horizontally-scrolling underwater blast. And you can buy your own weapons...

20. **Stunt Car Racer** — **Micro Style**
Basic but fast graphics make this rollercoaster racing game one to watch out for. It's like stock car racing on a big dipper!

department, but the original shooty games seem to rank higher in your opinion. It just goes to show that expensive licenses aren't everything.



● *Stunt Car* **racer uses some pretty minimal wire-frame graphics, but is so fast and playable it doesn't matter.**

On the subject of licences, it seems that film tie-ins are all the rage these days, what with *Robocop*, *Batman*, *The Untouchables* and the like. Ocean is the leading light here, and during 1990 assembled a formidable list of excellent film tie-ins.

So we can now present the top twenty games chart as compiled by Amstrad readers. If you disagree with any of the placements on the charts, don't blame us, because it was you lot who sent the results in – we only put 'em together!

(Incidentally, one-time programmer Adam Waring was shocked and horrified to learn that his masterpiece *Lost Caves* didn't make the number one spot or the chart for that matter. Ho ho... no, sorry, it's not funny, is it?)



● **Gremlin used mode 1 graphics for *Shadow of the Beast*. The result is superb detail and animation.**

Further sorting revealed the top five in each of three categories, Shoot-em-up, Platform and Simulation. Without a doubt, jumpy jumpy platform games were the most popular genre, with shooties following closely behind. Kicking up dust and blowing their afterburners at the rear came the simulators.

● Console and Plus owners made themselves heard, with more than a few votes for cartridge games. However, the overwhelming majority of stalwart 464 and 6128 owners buried their votes at the low end of the scale. Who knows, though – maybe next time the tables will be turned...

The famous farago of the bungled black box

Something went, er, slightly wrong with our chart form back in *AA64*. Everything went according to plan until the time came for readers to print their names and addresses in, er, a black box.

It was Rod's fault. Here is his very own, handwritten apology to all our readers:

....

SIMULATORS

A bit of a tricky category, this one, since what one person classes as a simulator, another doesn't. As far as we're concerned, a simulator is a game which derives its gameplay from an attempt to mirror something in the real world. It doesn't have to be as accurate as the latest flight sim, just as long as it's attempting to duplicate a real-life activity.

1 Sim City — Infogrames
Surprise surprise! Infogrames' city-building simulator might sound a daft idea, but it obviously gets your vote!

2 Fighter Bomber — Activision
Fly a totally gnarly jet fighter into enemy skies, and destroy the bad guys on land and in the air. The 'simulator' aspect is played down in favour of lots of combat.

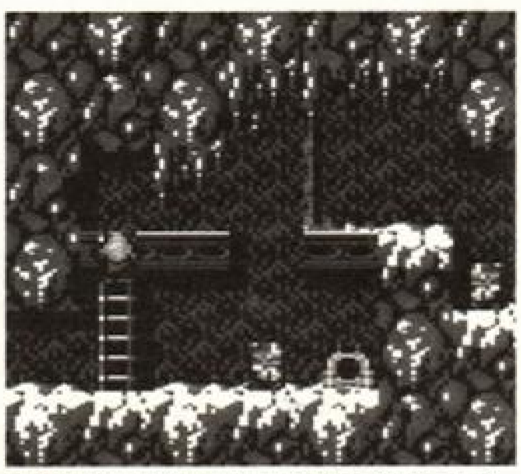
3 Stunt Car Racer — Micro Style
Is this game a simulator? Sure it is, with proper 3D and some horrifying drops when you get it wrong, it'll make you quake just like the real thing. (Well, it made Rod quake, anyway.)

4 Hard Drivin — Domark
Conversion of a colossally popular Atari coin-op, and a very noble attempt at a realistic driving simulator. It's tough, and the genuine 3D is a lot for the 8-bit Amstrad to handle.

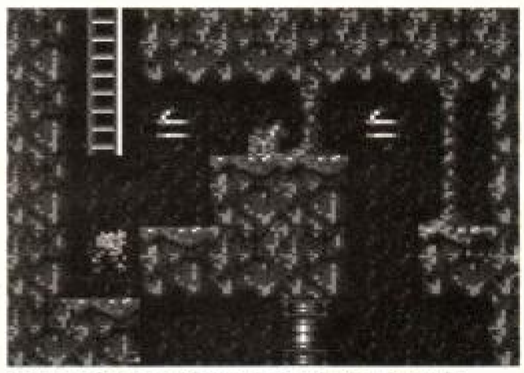
5 International 3D Tennis — Palace
Stick-man 3D graphics but ultra-deep gameplay make this one for the thinking sportsman. Not terribly slick, but incredibly detailed and accurate.

And the winner is...? *Rick Dangerous II!*

Amazingly enough (or is it just a tribute to *Amstrad Action* reviews?), you lot out there voted *Rick Dangerous II* the best game of 1990 – just like we did! This platform puzzling epic scored a massive 97% back in *AA62* for its combination of tricky puzzles, exploration and timing. The graphics are great, sound is excellent and the game is was massive. It consists of five different levels, each set on different worlds (and each possessing problems characteristic of that world). Four of the worlds can be accessed at will, while you can only get to the fifth if you complete the other four in one sitting. *RDII* is tough enough to last you for ages, but addictive enough to keep you playing long into the night. Every night!



● **Rick Dangerous has reached Freezia, and it's flipping freezing! Watch out later of machines throwing lethal snowballs...**



● **Treading carefully through the Atomic Mud Mines... just one of the five worlds in *Rick Dangerous II*.**

Compo winners

Now then, in AA64 we promised a mystery prize to ten winners picked at random from those sending in voting forms. And the prize? Well because *Rick Dangerous II* has been voted game of the year by both *Amstrad Action* and its readers, Micro Style, the publisher, is giving away a T-shirt and badge to each of our ten winners. Their names are as follows:

David Sung, Auchtermuchty
Mr M. Giles, Chatham, Kent
Oliver Bernard, Montenotte, Cork
Steven Davy, Hitchin
Michael Johnstone, Dumfries
C. Malcolm, Inverness
Adrian Harper, Douglas
Trevor Johnson, Ashford
Duncan Peek, Kington
Rodney Funnel, Henfield

Forum

Got any technical queries? Are you stumped by your computer? *AA's* very own technical wizard *ADAM WARING* will attempt to sort it out for you. Or maybe you want to pass on some tip you've discovered to the rest of us? (Send us a good 'un and you could be in line for a £25 mail order voucher!) Write to: *Forum, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW*

Lost in tapes

I am an Amstrad 6128 user. I am having difficulties in transferring the programs from the cover tape of *AA64* to disk. The transfer utility loads and displays some information and commands. I play the cassette, the screen occasionally becomes corrupted and the disk drive buzzes into action. When I come to CAT the disk afterwards, only the BASIC programs have loaded, e.g. PUZZNIC.BAS, LOST.BAS. The binary programs have not been transferred so the games will not load. When the tape has ended and I have pressed Escape, the following comes up on the screen: Error – tape/disk or escape break in line 160.

I am also having trouble in loading *Space Froggy* directly from tape while other games can be loaded.

On a lighter note, please could you recommend some good compilations of games that are available on disk. Also, some software that was designed specifically for the Amstrad 6128.

David Bacon
Grimsby

What I think is happening, David, is that the tape is running on while the computer is transferring programs to disk. The CPCs have a built-in computer-controlled switch to stop the tape from running when it's not required. The REM socket needs to be connected to the tape recorder for it to work though.

If your cassette recorder doesn't have this REM facility, then you're going to have to be extra vigilant; as soon as the disk drive starts to whirr pause the tape, only restarting when all sign of disk access is over. It's a bit of a pain, but you only have to do it once per covertape! Compilations, eh? Last month we had a fair old bonanza with three packages reviewed. Check out last month's Cheat Mode.

Many of the more serious packages make use of the 6128's extra memory, such as Advanced Art Studio and Stop Press.

Inside secrets

Last month (*AA66*) there was a plea for help from Daniel Robinson. He wanted to know how to use Des Daley's assembler. My advice is not to even try to use the assembler: it's more trouble than it's worth. Go and buy *Maxam*. But if you aren't discouraged, this is how it works: You put your machine code commands *inside* the assembler, before the BASIC program. Before you type the commands in, you must delete the demonstration program. An inverted comma must precede the commands. Preceding that must be a line number, e.g.

```
10 'ld a,87
20 'call &bb5a
30 'ret
2000 Des' program...
```

So your machine code actually becomes part of the assembler. Run the program. The code will assemble before your eyes. Finally, make a call to the execution address. Before typing in a different machine code program, you have to delete the old one. My advice is to save a "master" copy of the assembler, one with no machine code program in it, to disk. Then you can load this each time you want to use the assembler.

You can enhance the assembler, too. Not many complicated programs can be done without the enhancement. It is done by typing in extra lines in the right places in the assembler's program. Some of these lines were printed in issues of *AA* after the issue upon which the cover tape was mounted. These issues are now very old, and if you haven't got them now, you probably never will! To let the assembler have loads of new commands, you will really have to understand how it works. I spent weeks trying to get Des' assembler up to scratch – with a lot of hard work it's possible to get a very reasonable program.

Edward Hieatt
Cambridge

Thanks Edward.

Stop the presses

I was just flicking through a computer club leaflet, when I saw DTP or *Stop Press* or something for £11.95 and I was wondering whether you can get it on tape and do you have to use a mouse? Can you not just use a joystick?

Joanne Kelly
New Mossley, Co. Antrim

Stop Press is only available on disk, I'm afraid, Joanne. However, it is usable from keyboard and joystick as well as mouse.



● **Make your own magazines with *Stop Press*. You can use mouse, joystick or keyboard, but it requires a disk drive and 128K.**

Plug it in

I bought my CPC464 with TV modulator MP1. The specification read, "For use with any portable television." I thought, "Great, I'll save myself some money not buying another monitor." I dashed home to plug into the TV, whereupon I found my small, but frustrating, dilemma.

The TV I have is a Hitachi with a built-in TV/RGB monitor switch. This means that to be able to use the 464 I must have a special lead fitted with a 7-pin plug to insert into the RGB socket and presumably a 6-pin plug to insert into the monitor port of the 464. Is there such a lead? I don't know, I've tried everywhere in the Birmingham area. What I want to know is, where can I get this damned lead? Mail order? Amstrad dealers? Electrical retailers/wholesalers? If it is as simple as an address from yourself, I'd be most grateful if you could enlighten me.

Currently I am using a decrepit old mono portable which produces dire graphical effects and illegible text. I pine for something in my life, I pine for colour!

Seriously, could you help me. You're my only hope.

P.S. What happens to the MP1 Modulator? Does it become obsolete or do I have to incorporate it in the set-up as well?

Steven Smith
Birmingham

You should be able to use the MP1 Modulator with your Hitachi TV. The telly will still have the ordinary aerial input which you can plug the aerial lead from the MP1 into.

However, using the RGB input directly will give a clearer, monitor quality picture. Take the pin-out diagrams along to an electrical store and

Out of the area

I noticed in *Forum, AA67*, a letter concerning user areas. Your reply to the letter concerned changing user areas, but it is possible to save things into a user area without changing the area. For instance, if I wanted to save the file PROG into user area 1 rather than 0, I would type:

```
SAVE"1:PROG"
```

It is also possible to save things in user areas with numbers up to 255, but changing the user area as follows:

```
POKE &A701, <USER No.>
```

You have to beware of area 229, however, since this is where Amsdos stores deleted files, and anything saved here is liable to dis appear without any warning. This is more likely to happen on a disk which has been used a lot, because the directory space gets filled up with deleted files.

Another useful address is &A700. This contains the drive number. It is 0 for drive A and 1 for drive B.

P.S. There's a prize going for anyone who can interpret this waffle. No there isn't. Only joking. Harr Harr Harr!

Ed Blackshaw
Bedford

Cheers for that Ed. Note that using a similar trick you can actually un-erase accidentally deleted files too:

```
POKE &A701,229:|REN,"0:filename","filename"
```

they should be able to make a lead up for you.

If you have no luck in your area, then Liverpool-based Lightwave is an excellent source for such things. It should be able to supply what you require for 10 to 15 quid or so. ***Lightwave, Unit 18, Wirral Business centre, Dock road, Birkenhead, Merseyside L41 1JW. Tel 051 639 5050***

Printing money

I have an Amstrad 6128 with colour monitor. I've got a word processing disk and desktop publishing package, and would like to buy a printer and appropriate leads.

Letter-quality print and the ability to print on any paper or envelopes is vital. Colour depends on price. I would consider a mono-colour printer if a colour one was too expensive. Speed isn't too important.

Also, how do I transfer programs or whole tapes to disk (from cassette)? I already have a cassette player & leads.

Lisa Chapman
London

Most cheap (i.e. affordable) dot matrix printers offer near letter quality (NLQ) rather than letter quality output. As the characters are formed from an array of dots they inevitably suffer from slightly uneven print. A daisywheel printer overcomes the problem by having the letters properly formed rather like a typewriter's. However, daisywheels are slow, noisy, relatively expensive, and are only capable of using their pre-determined fonts. They can't print graphics, do any clever printing tricks, and so are useless when it comes to DTP.

A 24-pin printer goes some of the way to solving the problem. They work like standard 9-pin dot matrix printers, but the DTP output is far clearer because so many more pins are used to form the image. Star does a 24-pin version of its popular LC200 colour printer, the Star LC24-200. It has a RRP of £369 excluding VAT. (Though you'll be able to find it far cheaper through mail order outlets.)

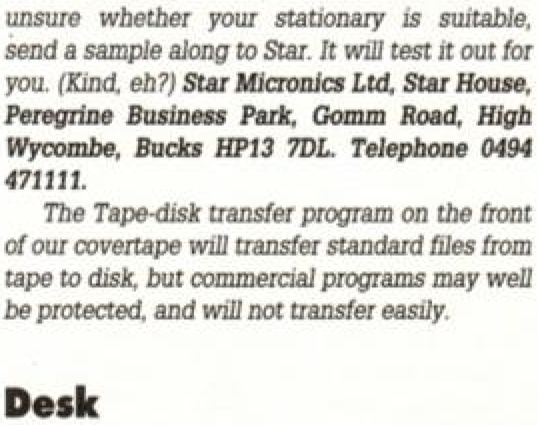
One word of warning though: you may find that the printer, any printer, has difficulty with envelopes and very thick paper. Star recommends that you don't use anything with a thickness of greater than .28mm. If you're unsure whether your stationary is suitable, send a sample along to Star. It will test it out for you. (Kind, eh?) ***Star Micronics Ltd, Star House, Peregrine Business Park, Gomm Road, High Wycombe, Bucks HP13 7DL. Telephone 0494 471111.***

The Tape-disk transfer program on the front of our covertape will transfer standard files from tape to disk, but commercial programs may well be protected, and will not transfer easily.

Desk

Once upon a time in AA54 you reviewed a PD program called *Desk* which was available from DW software. But no address was given for contacting David Wild, the owner. Unfortunately, I missed getting a few copies of *AA* (very sorry), and I still don't know where to write off to. Could you please print the address so that I can get my hands on this marvellous piece of programming? If you do I'll make sure I never miss another copy of *AA* again.

Neil Groves
Blackburn



● Your CPC will think it's a Mac with David Wild's amazing *Desk* program. Windows, Icons, Menus, Pointers. They're all here.

You can get your copy of Desk for £6 from DW ***Software, 62 Lascelles Avenue, Withernsea, North Humberside HU19 2EB.***

Now don't forget your promise...

In all probability

At school in maths we are doing stuff on probability. At the moment we are doing it with coins. I have written a program that throws a coin up and tells you what side it is showing. I did this by using the RND command. I have got some questions to ask you, but I will show you the program first:

```
5 FOR d=1 to 1000:NEXT:PRINT " "
10 PRINT "I'm tossing the coin...";
20 FOR j=1 to 3
30 FOR d=1 to 250:NEXT d
40 PRINT " ";
50 NEXT j
60 PRINT
70 IF RND<0.5 THEN GOTO 100
80 PRINT "and it's tails!"
90 GOTO 5
100 PRINT "and it's heads!"
110 GOTO 5
```

Please can you tell me what I would need to do so that first it asks: "Printer or screen" and you have to type in P or S? Then I want it to say: "How many coins to be thrown (1-10)", or something like that. Then, finally, I would like it to give a total of heads and tails. Please could you answer my questions and re-type my program?

Could you tell me how you can print out your listing on a printer and could you tell me how you can print out the stuff from Logo. I know how to print out the procedures, but not the actual stuff you draw. Finally, could you tell me what ribbon I need for my LC-200 printer? Would it work with the LC-10 colour or mono ribbon?

Paul Begley
Verwood, Dorset

For the computer to ask a question, you need to use the INPUT command. It's possible to input both text and numbers with the command, so if you add the flowing lines to your program:

```
1 INPUT "Screen or Printer";a$:
INPUT "Number of coins";n
```

The computer will now ask the questions, but won't do anything with the results as yet. You now have to get it to make use of the information you've given it:

```
2 s=0:If UPPER$(a$)="P" THEN s=8
3 FOR x=1 to n
```

You'll have to change lines 90 and 110 to read:

```
NEXT x:STOP
```

You'll also have to modify all the lines with **PRINT** *in to read* **PRINT#8** *instead. This will direct the computer to use the screen if s is set to 0, or the printer if s equals 8.*

Printing the listing out on a printer is done in a similar way. Use the command **LIST#8**.

The old LC10 ribbons won't work with your LC200 I'm afraid. You'll need to buy the new ribbons which have a product code Z9CL.

On the wide side

Here's a (serious) tip re a printer problem I have never seen mentioned anywhere in print. It applies to my DMP2000, but I have no doubt that other Epson-compatible printers suffer the same way.

Using the condensed font, the printer is theoretically capable of printing 137 characters per 8-inch line. In practice, however, it jibs at 128 characters, tipping the surplus over 127 on to the next line. Some word processors manage to make it do more, but none that I know of give the full 137. Even *Protext* only manages 132. Up to recently, I have not really needed more, but a short time ago I wrote a program which needed a 135-character-per-line print-out. It took a surprising time to find out how to do it, but in the end I came up with the following:

VOUCHER £25

1. **Issue WIDTH 255 to the computer.**
2. **Issue a left print margin of 0 to the printer.**
3. **Set right print margin to any number between 128 and 131. All values print 137 characters per 8-inch line. Below 128 the specified number of characters is printed; above 131 the printer goes haywire and prints short lines.**
4. **Line lengths between 128 and 136 must be obtained by moving the left hand edge in (enter 1 to 10 instead of 0). If line centring is needed, do this by moving the paper.**

If you are curious as to why I needed this, it was for a pattern print-out program for use with Foundation Software's sequencer. Using it with subscript at 12 lines per inch spacing, you can get 18 patterns per A4 page. Minute, but quite readable.

Gilbert Matthewman
Leeds

Thanks for the tip Gilbert. That deserves a £25 voucher. Well done!

Disk print II

I have just read issue 65 of your fantastic magazine. In the Reaction section, under the heading "The crinklies strike back" was a letter asking for a way to print the contents of a disk. Easy-peasy! Just load CP/M, turn your printer on line, press CONTROL and P together, and you'll hear a beep. Insert the disk to catalogue and type DIR (and press RETURN). The printer will start and give you a catalogue on paper.

Alternatively, after pressing CTRL and P, you could insert side one of CP/M+ and type "DIR [FULL] B:" insert the disk to catalogue and hey presto!

The above might only work on CP/M+, though.

Also, recently in *AA* I've seen some weird things in REM statements etc in the *Type-ins* section (my favourite!). You say that all *Type-ins* are public domain, so why do some have messages like: (C) Watashi Soft 1990 and (C) HYDERENTERPRISES 1989?

Were these programs copyright but have recently been changed to PD, or are they, and have they always been, copyright? I'm sure I'm not the only one confused!

Also, perhaps on some bulletin boards you've seen some messages like "Neon PD Software – the new CPC and Plus software library", or something like that? Well that's us! As soon as we get ourselves sorted etc, we'll give you a disk or two with a load of our programs.

Keep up the great work in the PD section and Type-ins, and everything else in your great mag. (I don't think that you should have large print and fewer programs in the Type-ins section.)

Tim McCarthy
Bagshot, Surrey

Thanks for the catalogue printing tip. We published one a couple of issues ago, but yours is a jolly handy alternative.

Even though a program may be Public Domain, the author still retains copyright over the program. By the way, you must not alter the programs in any way, so these copyright messages must be left in – after all, it's only fair that the writer gets some recognition for their work.

Modem art

Firstly I would like to say what a good magazine it is that you are producing, and that I am an avid reader of it. And secondly I have a few queries I would like clearing up.

If I bought a digitiser, could I take a picture, for example a photograph, digitise it, and then be able to edit the digitised picture with my art package (*Advanced Art Studio*)? Also, on some adverts for digitisers I have seen, it says that it feeds the image through the printer (or something like that). What does this mean?

Also, if I bought a modem, would I be able to contact and 'speak' with a person with a different computer, for example an Amiga? What else would a modem be useful for?

Recently I started to learn machine code. I have started with CP/M+ programs, using ED and ASM as learnt from a book called *Introducing Amstrad Machine Code* by Ian Sinclair. I then started writing Z80 machine code programs with *ADAM* (by Audiogenic Software) and created files that could be loaded from BASIC. These are not very useful as all I can do is print messages to the screen and do calculations. I know what most of th Z*=80 commands d0, but do not know any good routines, only &BB5A which prints a character stored in the accumulator to the screen. Is there a book you could recommend to me that has lots of useful routines and addresses I could use specifically for my 6128.



● **Machine code is not an easy language to learn, but the results are well worth it. Get hold of a good book to teach you all the tricks and techniques and you'll soon be burning the midnight oil.**

Also you ran a series for beginners to machine code (*First Bytes*) in the late thirties and early forties issues. In the early fifties issues you did a series on advanced machine code programming (*Machine Code Mastery*), leaving a big gap for people like me who had got past the initial concepts, and wanted to learn some good techniques, some useful addresses and a few routines.

David Cardus
Stamford, Lincs

A digitiser will take an image from a video source (such as a video camera or VCR) and converting it into a form the computer can manipulate. Great fun taking pictures of your mates, but you do need access to a camera or video. The Rombo Vidi Digi costs £69.95 and is available from ***Rombo Productions, 6 Fairbain Road, Kirkton North, Livingston, Scotland EH54 6TS.***

A scanner reflects a beam of light over a photographic image, and stores it into a computer in a similar way. Some scanners use the mechanics of a printer to move the scanning device over the image, allowing them to be made relatively cheaply. The Dart Scanner costs £79.95: ***Dart Electronics Unit B5 Oulton Works, School Road, Lowescroft, Suffolk NR33 9NA.. Tel 0502 513707.***

The language of the modem is universal, and you can indeed communicate with anyone who has any type of computer, as long as they too have a modem.

You can also hook up to bulletin board – a sort of electronic user group which allows you to communicate with others who use the same board. You can even play Multi User Games, where several people play the same game simultaneously. Or you could hack into Barclays and add a few zeros to the end of your balance...

The Amstrad Advanced Users' Guide by Daniel Martin, ISBN 1-85181-081-8, is a positive mine of information. It costs £8.50 and is available from ***Glentop, Unit 11, Stirling Industrial Centre, Stirling way, Borehamwood, Herts WD6 2BT. Tel 081 953 9292.***

We have exciting plans for a new machine code series in the future. Watch this space... **AA**

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Chase HQ	6.99	10.99	Klax	6.99	9.99	Agent	6.99	9.99
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Cyberball	6.99	9.99	Lords of Chaos	6.99	9.99	Strider	6.99	9.99
Dick Tracy	TBA	TBA	Lost Patrol	6.99	---	Stunt Car Racer	6.99	9.99
Dizzy Collection	6.99	---	Lotus Esprit Challenge	6.99	9.99	Supersoft		
Dragon Spirit	6.99	10.99	Microprose Soccer	9.99	12.99	Road Racer	7.99	9.99
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Funschool 3	6.99	9.99	P47	6.99	10.99	TNT	9.99	16.99
Golden Axe	6.99	9.99	Pipemania	6.99	9.99	Toobin	6.99	10.99
Grand Prix	6.99	9.99	Platinum	10.99	13.99	Trivial Pursuit	9.99	13.99
Gunship	10.99	13.99	Puzznic	TBA	TBA	Turbo Outrun	6.99	10.99
Hero's of Lance	7.99	14.99	Rainbow Islands	7.99	10.99	Turrican	6.99	9.99
Hollywood Collec.	9.99	16.99	Rick Dangerous II	6.99	9.99	Twin World	6.99	9.99
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SD MICROSYSTEMS

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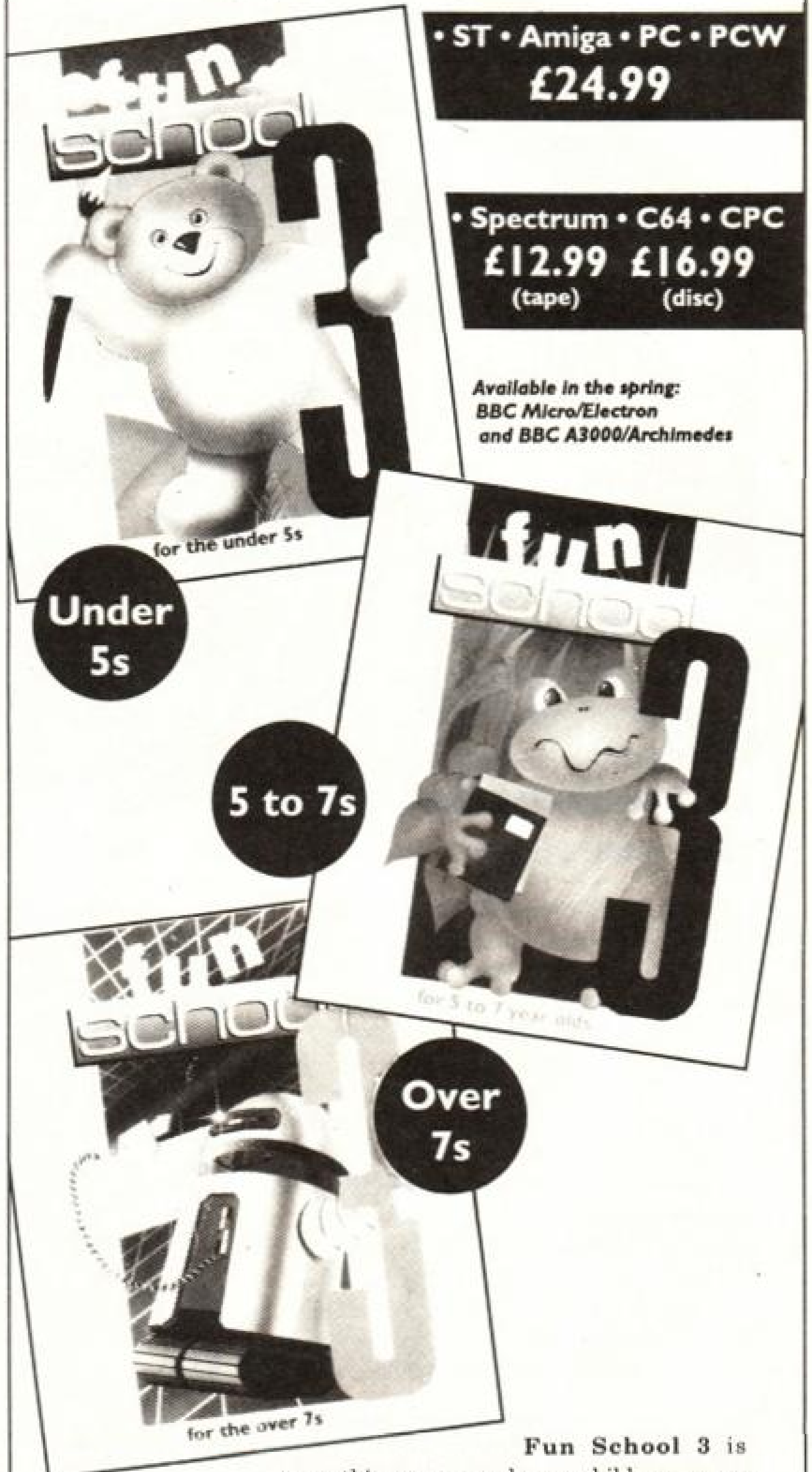
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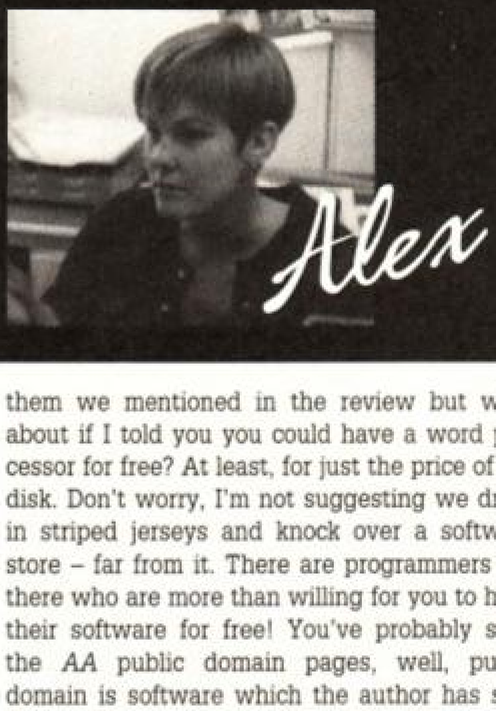
DATABASE EDUCATIONAL SOFTWARE

Ask Alex

Hi! What a month! Wandered the streets until my feet simply ached looking for a supplier of eyelash curlers - anyone know where I can get them?

Well, how much you all like the BASIC tutorial! I'm not just a pretty face then, am I? Right, let's get on with it, the mail bag's simply bursting and I'm sure you're all dying to know whether I've been able to answer your query this month.

One thing before I do though. Many of you start letters with "...I know you'll think I'm stupid but..." or "...this is probably really easy but...", stop thinking like that! Computing is always a little difficult at first, it was for me, and it is for you, and you shouldn't feel bad about it. I'm here to solve your problems and I won't laugh - promise!



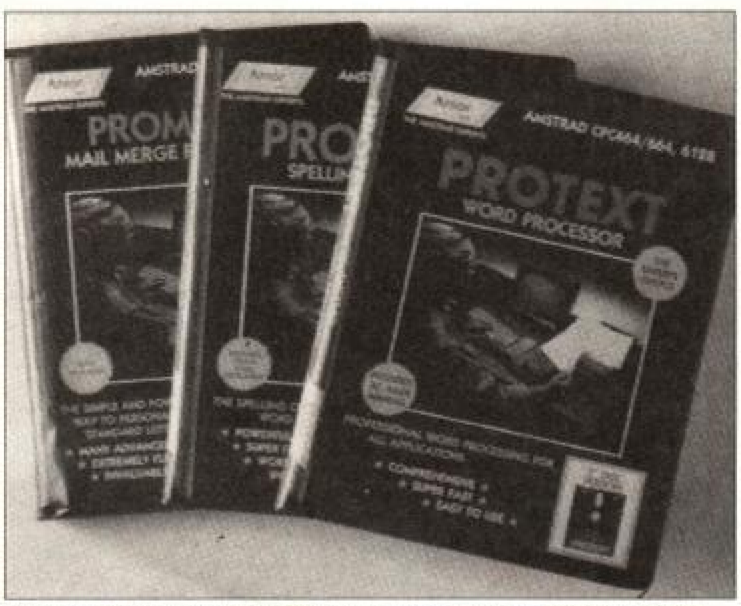
Confused of West Kirby!

David Beaumont is, by his own admission "...a very confused person!" And what's the cause of all that confusion? "I have so many questions that need answering..." says the poor young man. Let's have your first then, David.

"Can you recommend a good cheap word processor as I have little money left in the bank. I read your review on word processors in the February issue of *AA*, and the cheapest word processor was *Protext*, but you said it was for business and as I only need it for school projects, that might not be best..."

That's right. *Protext* is an excellent word processor (it's used all the time in the *AA* office...) problem is, it's not exactly cheap, right? There are, however, alternatives. Some of them we mentioned in the review but what about if I told you you could have a word processor for free? At least, for just the price of the disk. Don't worry, I'm not suggesting we dress in striped jerseys and knock over a software store – far from it. There are programmers out there who are more than willing for you to have their software for free! You've probably seen the *AA* public domain pages, well, public domain is software which the author has said can be given away free to anyone who wants a copy. And there's some very good programs in the public domain too.

All of which means that it's possible for you to get a word processor entirely for free! And now a little diversion. In the nasty old world of business computing, one word processor shines out for all others and that WP is *WordStar*. Used since times immortal, *WordStar* is the de facto standard (ask your mum...) for fast and accurate test manipulators everywhere. In fact, *WordStar* is available for your CPC but it costs a whopping £50. Guess what? There's a PD version of *WordStar* for your CPC!



● There are plenty of word processors available for the CPC, and *Protext* is one of the best. If you want one for free, however, have a rummage in the Public Domain!

Well, for version read clone, for the *VDE* word processor is an almost exact copy of WordStar with name changes to protect the innocent and, even better, no price tag, all you'll pay is for the price of the disk it's on and the postage involved winging it your door. Now, what's your next question?

"What's the difference between machine code and a BASIC program?"

Ah, that old chestnut. Machine code consist of the actual values your computer is instructed by in order to do useful and fun tasks like word processing and playing games. Because the machine can understand these value instructions directly, it can respond to them very quickly indeed.

Problem is, when the average human is confronted by a lot of what appear to be jumbled numbers, they curl up in disgust (I know I do...). To get around this problem, incredibly clever lab-coated boffins came up with the idea of the 'High Level Language'. Don't worry, all this means is that all the number instructions are coded into commands that you and I can (hopefully) understand.

To program, all you have to do is type in the correct command, the computer converts it into the number instructions mentioned earlier, and then performs whatever action these number instructions are telling it to do.

Several people have invented high level languages in an attempt to make them better than those already available. One of the first was COBOL, then came Fortran and soon after, BASIC (the one used inside your CPC). BASIC stands for Beginners' All-purpose Symbolic Instruction Code and consists of simple commands that look just like ordinary English which can be used to program computers.

Time for an example. Let's say that you wanted to print your name on the screen 10 times. You'd need a command to do the actual printing and you'd also need some commands to make this command print 10 times. The program to do this then could be

```
FOR A=1 to 10
PRINT "David is learning about computing
fast!"
NEXT A
```

The first line says "we want to perform an operation ten times please". The second says "print this line" and the third says "if you haven't already printed it ten times, go back and print it again". Right that's not too difficult is it? Using machine code however, the necessary instructions might look something like this

```
2A0C40
CD8740
23
71
CB 79... etc, etc
```

The first line tells the machine where the characters to display are stored, the second fetches a byte, the third and fourth print it on the screen and so on, and we haven't gone into getting the line to be printed into the computer's memory, or what to do when all ten lines have been printed. We haven't set up a counter either.

You can see then that using a high level language is far easier than grappling with machine code. It is possible to use machine code, and in the future you will want to learn to use it too, but for now, stick with BASIC (and especially my tutorials...).

David has several more questions but I'll have to answer those next month or no-one else will get a turn!

Ticked off

Rafat Sai (who signs himself 'my biggest fan!' – anyone want to challenge him?) wants to know "...where I could get a good book on BASIC from..." and " ...why, when my friend Christopher give me his games to borrow, some don't load on my computer. Is my machine broken or does it need special treatment?"

There are so many books explaining how to use BASIC, it's a little difficult to recommend one above another, especially when they're all so expensive. My advice is to cut along to your nearest library and have a grub about on their shelves. All libraries will have a least one or two books about BASIC and if they don't, they'll be able to order one for you.

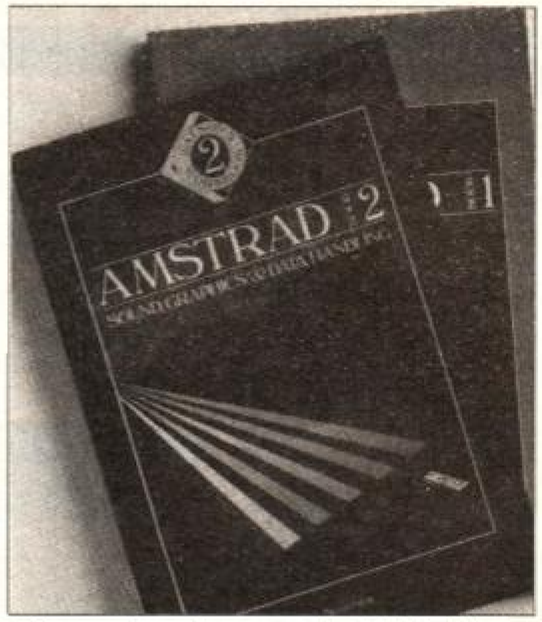
In this way, you'll get a book to use alongside my tutorial and it won't cost you anything – and that's got to be good, pocket money being what it is these days!



● Is loading games giving you gip? Your heads may be out of alignment. No, you don't need a doctor, but your local electrical store may be able to help!

As for the software problem, you don't say whether the it's with cassette tapes, disks or cartridges. I suspect however, it's the former. The problem with using other CPCers' software is that the heads of your cassette player might be slightly out of alignment stopping the machine from reading what's on the tapes properly. Hang on a minute, head alignment – what's that?

In order to read data from cassette tapes, the cassette player built into your machine has something called a 'read/write head'. It's a little oblong-shaped piece of metal which, when held against cassette tape, can sense where programs and data are, read them and pass them to the computer.



● You can learn to program in BASIC with one of the many books available from computer bookstores. Alternatively, read my tutorial!

The problems start when the head doesn't come into contact with the tape correctly. It's supposed to touch the tape at an exact angle and if this varies, even slightly, data cannot be read properly. Of course, if the data is written to tape at the wrong angle in the first place, then only the machine which wrote the data will be able to read it back again.

Here's how to find out if it's your's or your friend's cassette that's at fault. First, use a 'wet' cassette head cleaner (available from any record store) to remove any nasties that have accumulated on the head. Then try loading some commercial software, a game for example. If that works, try saving some data say, a little BASIC program onto tape, then reading it back gain on Christopher's computer.

If your CPC passes all the tests, but Christopher's can't read the tape you made and his can't read commercial stuff either, then his cassette is faulty. If, however, your CPC fails any of the tests above, then yours is, ahem..., knackered.(Pardon my French!)

Fortunately, correcting head alignment is a very simply operation which can be achieved at home. Unfortunately, it's not for little chaps like yourself, so get your mother or father to take it to an electrical repair store where it can be re-aligned cheaply and quickly, OK? **AA**

Basic BASIC

Let's have a little recap over those things you learned last month. First there were variables, remember those? Variables are labels that can have a value assigned to them, and that value can be added, subtracted and so on from the values of other variables or ordinary numbers.

You also learned that printing lines of text on the screen only worked if the text was enclosed by inverted commas ("). This was to tell the computer that it should print what is enclosed by the inverted commas, rather than trying to evaluate it and this was demonstrated by PRINT Alex says hi, which produced 000 and PRINT "Alex says hi" which produced Alex says hi.

Anything contained within inverted commas by the way, is known as a 'String'. For example, "2CVs are cute", "eyelash curlers make a girl look good" and "wonder where I'm going for my hols" are all examples of strings. Let's talk a little more about strings.

The string's the thing!

Strings are strings of characters, and the characters can be numbers, letters, glyphs such as + and - and * and so on, in fact, anything except the string indicator itself (").

Now you know what variables are and you also know what strings are. Let's combine the two to produce something useful. Type in this

```
petrol=2
```

then type the statement

```
PRINT "Petrol is a shocking price. It costs "; petrol; " pounds per gallon!"
```

After typing Enter or Return, you'll see

```
Petrol is a shocking price. It costs 2 pounds per gallon!
```

Because we've assigned the price of petrol to a variable, we can manipulate it easily, but we only need to put the variable name petrol into any statement in order to print its price. Try

```
PRINT "If I bought three gallons, it would cost me a whopping "; petrol*3; " pounds, and that's an awful lot!"
```

After pressing Enter or Return you'll see

```
If I bought three gallons, it would cost me 6 pounds, and that's an awful lot!
```

As well as having strings and variables, we can combine the two to create a 'string variable'. Try this

```
petrol$="£2"
```

then type

```
PRINT "Do you know how much a gallon of petrol costs for my 2CV? "; petrol$ "! A huge amount!"
```

Press Enter or Return and you'll see

```
Do you know how much a gallon of petrol costs for my 2CV? £2! A huge amount!
```

What is that '$' sign? Why do you sometimes use semi-colons and sometimes miss them out altogether? Ah, that's the subject for next month's tutorial...see you then!

STUCK ON THE BASICS?

Queries? Questions? Conundrums? Why not **Ask Alex**? She'll do her best to help you out. Write to her as: **Ask Alex, Amstrad Action, Future Publishing, Beaford Court, 30 Monmouth Street, Bath BA1 2BW**

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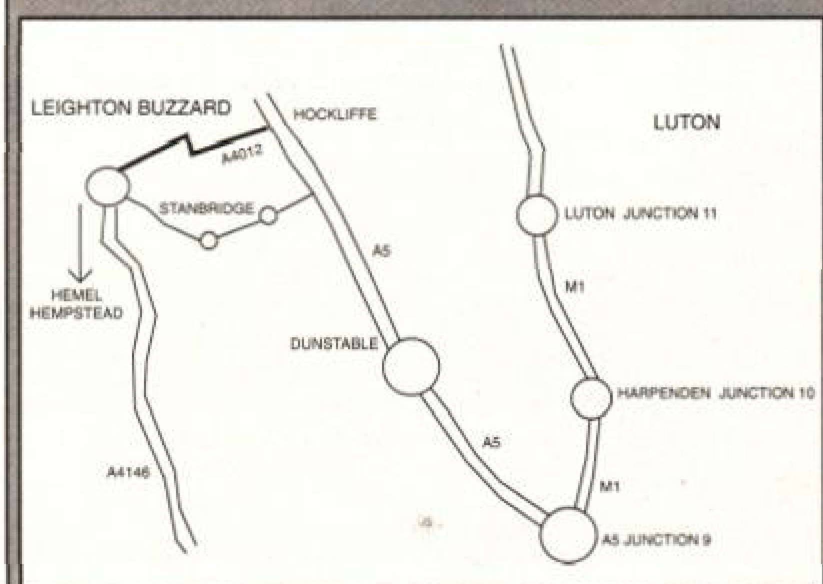
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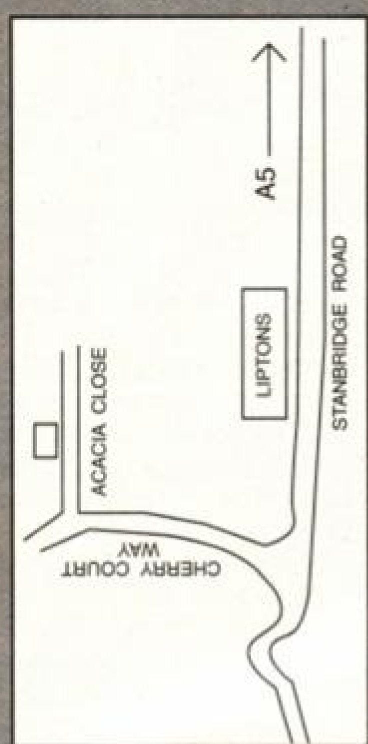
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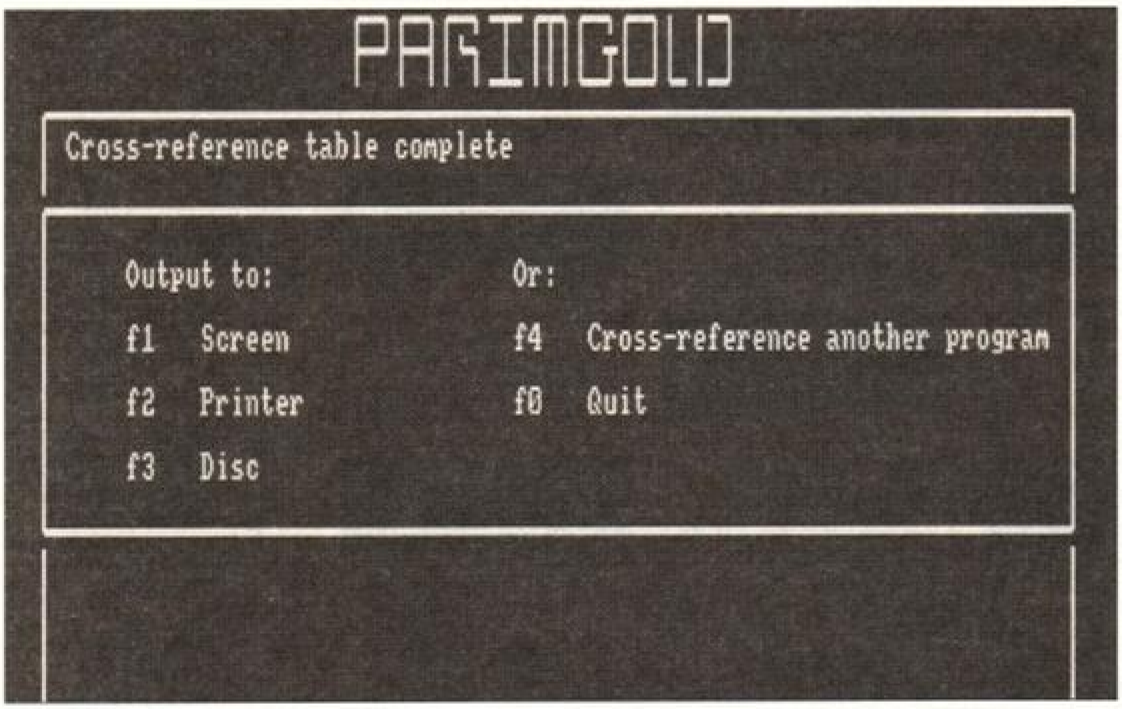




Maps showing direct routes from the motorway and A5

Kwikref/x

No matter how hard you try, bugs in your BASIC programs are inevitable. Can Parimgold's new programmer's utility help undo those tangled knots?



● *Kwikref/x* is very easy to use. Once your program has been processed you select how to output the reference table, either to screen, printer or disk.

£12.95 disk ● Parimgold Ltd ● 45 Newtown, Hullavington, Chippenham, Wilts SN14 6EL. Tel 0666 837215

There's nothing quite as frustrating as having a bug in program. Something is going wrong somewhere, but where exactly remains a mystery.

The problem is that no matter how well structured the program is when you start, it invariably ends up looking like a plate of spaghetti. Finding where the error lies can be a bit of a nightmare. Wouldn't it be wonderful to an way of seeing what happens where, without having to painstakingly search through every single line in the program?

That's exactly what *Kwickref/x* sets out to do. It will search through your BASIC programs in an instant, examining the lines for you, and producing a reference table of the results. This results table is comprised of two sections. The first is an alphabetical list of variables along with the line numbers in which they appear. Further to this lines where a variable may be changed are marked with an asterisk, to indicate that it's a place where things are especially likely to go wrong.

Next a list of all the lines which access other lines is shown, ie all the GOTOs and GOSUBs. This shows up lines which may be jumping to the wrong place, or for the wrong reason.

Kwikref/x is easier to use than it is to say. When loaded you're prompted for a filename. Bung the disk with the troublesome program into the drive, tap in the filename and off it goes. It counts through the program lines at a fair old whack, a 6K program takes around 25 seconds to process. When finished you're asked whether you'd like to see the table on-screen, have a hard copy printed out, or to save the table onto disk.

Hard copy is probably the most useful. You can have it by your side as you re-examine the listing, but of course not everybody has a printer. The disk output version is a standard ASCII file, and can be loaded into a word processor for future reference.

Just how useful is all this though? While there's no doubt that it is capable of helping trace certain errors, it by no means is guaranteed to crack all bugs.

The £13 price tag may prove to be prohibitive for a program which appears to do so little. Though undoubtedly useful in certain instances, it's unlikely to be the sort of thing you'd buy until you actually came across a seemingly unsolvable problem.

Adam Waring

```
XREF REPORT FOR PROGRAM : warzone.bas

Variables:
a          50*    50     60     230*   370*
a$         250*   250    260    270    280
a$()       130*   140*   150*   160*   170*   19
           340
aa()       1250*  1300   1310   1360   1390   139*
aaa()      1250*  1320   1390*  1420
add()      730
an()       1060   1080   1090*  1090   1100*  110
           1120*  1120   1230   1240   1500   153
axe        260*   270*   310
b          760*   810*   810    820    820*   82
bb()       1260*  1300   1310   1360   1390   139*
bbb()      1260*  1320   1390*  1420
dead       1190   1200   1210   1450*  1600*
dead()     1450*  1560   1570*
e          800*   810    820    880*   900    90
           930    960    970    990    1020
fire()     1170   1180   1190   1200   1270*  140*
frig()     900*   930*   1440
horiz      730    1280
i          30*    50     60     100    100*   10
           830    840    900    900    930    93
           970    990    1020   1430*  1440   144
           1560   1560   1560   1570*  1570*  157*
           1620   1640
i()        730    730    730    740    740    74
           1380
ii         40*    50     60     90
p          220*   300    300    310*   310    32
           330*   340    340    360
pp()       900*   930*   1440
pr$        230*   240    300*   400*
so         1620*  1630   1640
ss         900*
st         860*   1380
v()        1050   1070   1130*  1130   1140*  114
           1160*  1160   1230   1240   1490   152
verti      740    1290
vh()       730    1240*
vv()       740    1230*
x          1270*
x()        1250*  1280*  1300   1340   1350   137
           1390   1420
xxxx()     730    900*   930*   1250   1250   125
y          1270*
y()        1260*  1290*  1300   1330   1340   135
           1390   1420
yyyy()     740    900*   930*   1260   1260   126
zz         730    730    730    730    730    73
           740    740    740    1170*  1180*  119*
           1230   1230   1240*  1240   1240   125*
           1250   1250*  1250   1260*  1260   126*
           1260   1270*  1270*  1270   1270   128*
           1300   1300   1300   1310   1310   132
           1340   1340   1350   1350   1360   136
           1370   1370   1370   1380*  1380   139*
```

● **Here it is! A list of variables is produced along with the line numbers in which they appear. The asterisks mark lines where the variable may be altered.**

VERDICT

GOOD NEWS

- **Speeds up bug-hunting dramatically**
- **Checks out listings quickly**
- **A doddle to use**

BAD NEWS

- **Expensive for what it is**
- **Is it really all that much help?**
- **Only occasionally useful**

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ON THE GR

Games, games games. This is the page where we give you the lowdown on what's happenin' in the games scene. News, previews, compos, charts – it's all here!

PREDATOR II

The beast is back! The Predator, that evil space alien whose idea of fun is to go on a human head hunt, has revisited Earth, and this time he's chosen the city rather than the jungle to stalk his prey!

You play Harrigan, the cop who's to be the eventual killer of the Predator. The problem is that the city has become a war ground for rival drug-barons. So the first thing to do is engineer some kind of cease-fire between the rival gangs. (And what better way that by killing all the gang members!) This is done on the city streets.

Next you pay a little visit to a Colombian drug baron. Yep, there's more killin' to be done here as you persuade people to think from your point of view.

The third level is set in a subway. Here you'll see the Predator for the first time (in the first couple of levels he's camouflaged).

The final level takes place in an abattoir, where there's a big showdown with the big beast. Cushions at the ready! (To hide behind, not throw at him!)



● *Predator II* will be on your CPC screens soon! Groo – it's a nasty piece of work, and not mistake...

The computer version of the yet-to-be-released film is due from Imageworks soon. But we've brought you the best preview of all – the covertape on the front of this issue contains the whole of Level One for you to try. What a treat!

PREDATOR 2 COMPO

Scare the living daylights out of your little brothers and sisters with this brilliant prize from Imageworks! To celebrate the imminent release of *Predator 2*, we have a full head 'n' shoulders *Predator* mask and gloves to give away. (Unfortunately you'll have to do without the cloaking device.)

The kit comes all the way from the States – it's not available in this country. It's modelled in latex rubber, is hand painted and is very realistic! Arrrghhh!

As well as this fantastic top prize, we also have ten runner-up prizes – a copy of the *Predator 2* game plus T-shirt (so you'd be better off stating your size and whether you have a tape or disk machine).

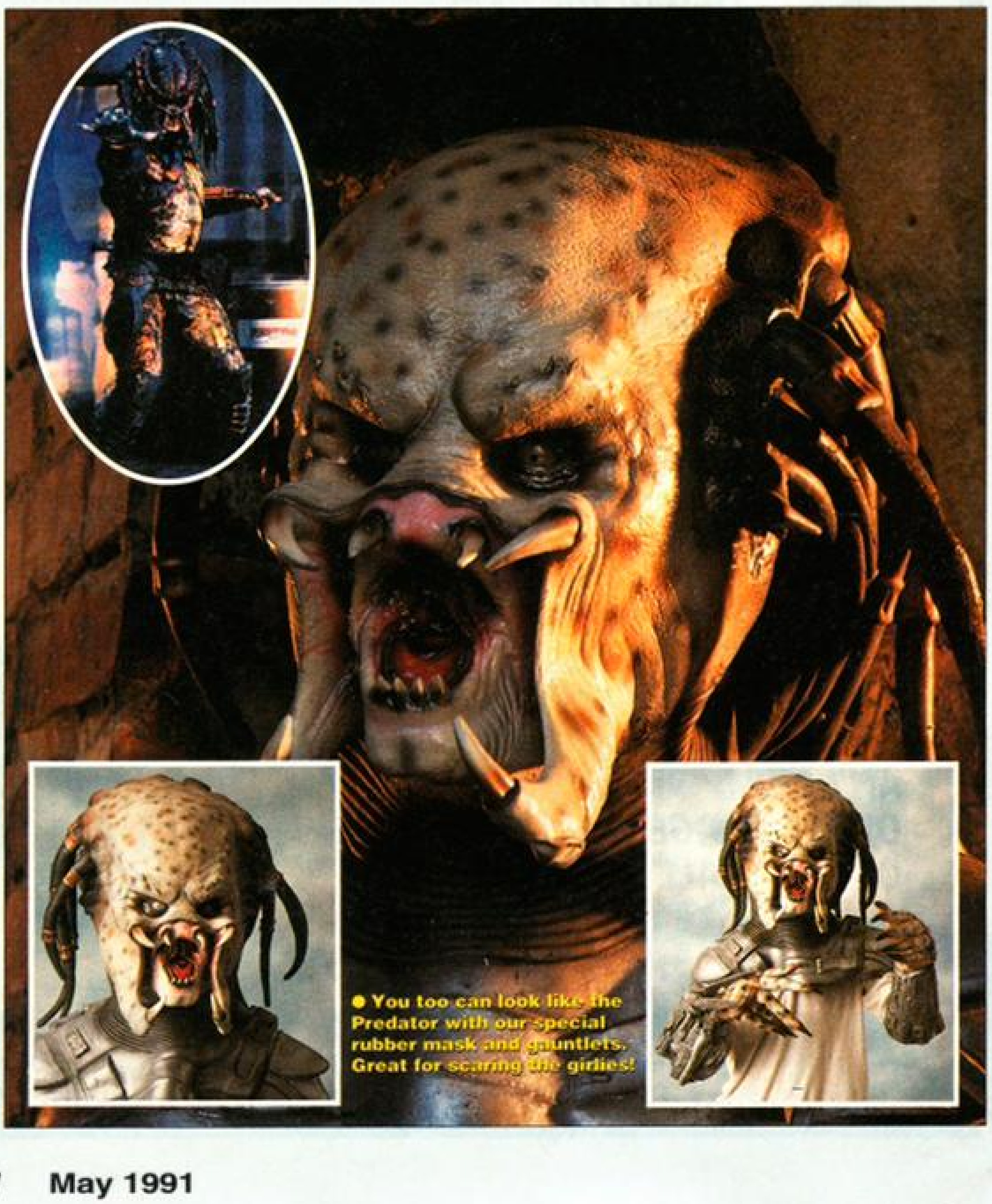
Send your entries to: **I want a face like a Rhino's bottom, *Amstrad Action, Future Publishing*, 29 Monmouth Street, Bath, BA1 2BW**. And no cheating! Only one entry per household, and get them in by May 31st. (If you don't the Predator will come round to your house and chew your face off.)

And to enter, all you need to do is answer these three simple questions...

1. What's the Predator's idea of a good time?
(a) A gentle punt down the river?
(b) A cup of cocoa and a soppy film?
(c) Ripping your lungs out?

2. Why does the Predator come to Earth?
(a) He needed two more Esso vouchers for his set of lead-crystal tumblers?
(b) Just felt like a change really, after all, Alpha Centuri gets boring after a while?
(c) To skin people alive and hang them from trees?

3. What does the Predator use his cloaking device for?
(a) Getting into the pictures without paying?
(b) Slipping into the girls' changing room?
(c) To sneak up behind people so he can impale them through the gizzard with his prongs?



● You too can look like the Predator with our special rubber mask and gauntlets. Great for scaring the girlies!

RAPEVINE...

FIVE ON A TREASURE ISLAND



"I say Dick," said George, "I have it! The gold was hidden in the disused mineshaft. That's how the robbers avoided suspicion."

"Cripes! You're right! Quick – there's no time to lose! To the cave!"

"Bah! If it wasn't for you meddling kids we'd have gotten away with it. Oh well. It's a fair cop I suppose..."

Jolly Hockey Sticks! Now's your chance to take control of Julian, Anne, Dick, George and Timmy the dog in their exciting adventures. Enigma Variations is putting Enid Blyton's world-wide selling children's books onto the computer screen.

The first of the *Famous Five* books being translated to electronic form is *Five on a Treasure Island*, which sees the fab five having spiffing adventures capturing crooks and finding buried treasure. Corks!

The game takes the form of an adventure and closely follows the plot of the book. It's a fully interactive graphic affair, and offers a dead clever parser, so you can type in any old garbage and it'll understand exactly what you're saying.



● Lashings and lashings of Ginger Beer! There's japes aplenty with the computerized versions of the childrens' books

You can take the role of any of the children. The other characters are independently computer-controlled, so no two games should be the same!

THUNDER JAWS

Explore the mysteries of the deep. Visit an underwater world so strange that it may as well be another planet. Marvel at the way that evolution has formed such a bizarre and fascinating array of creatures. And then kill them!



● Just when you thought it was safe... *Thunder Jaws* is Domark's latest Tengen coin-op offering.



● Better watch out, the fish are biting today! Robotic sharks patrol the waters in this game of undersea rescue.

In *Thunder Jaws* you, or you and a pal, brave the depths in search of cybernetic sharks and mutant mantas. You have a mission, and that's to rescue beautiful lizards from being transformed into maiden monsters... no, hang on a sec, that should be beautiful maidens and lizard monsters. Ahem.

There's a fair number of treats coming from Domark as well as *Thunder Jaws*. Cop a load of this...

- *R.B.I. 2* is a baseball sim that provides all the excitement of the American sport. Don't know what *R.B.I.* stands for though.
- *Hydra* is a sort of watersports shoot-em-up. It's set in the future, and apparently the sea and skies are ruled by terrorists. You play the part of a courier. That may not sound too dramatic, but you're no Postman Pat. The mail must get through, and your Hydracraft – when complimented with the right pilot – is just the job.
- *Skull and Crossbones* is a swashbuckling arcade bash where there's pirates to fight and wenches to save. All in a day's work for you, matey!

DIZZY IN A PANIC

Fans of *Dizzy*, everybody's favourite egg, will be pleased to hear that the budget star is soon to be making an appearance in a new game.

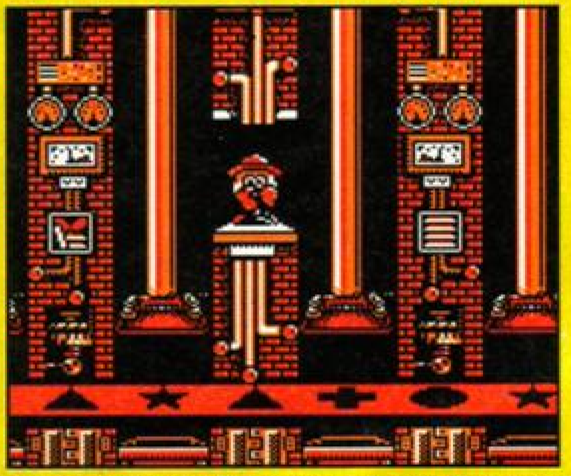
The game is a spin-off from the cartoon adventures. Instead of wandering across a magic landscape rescuing various yolk folk, this is a puzzler. *Panic Dizzy* follows the trend of the (relatively) recent spate of those games that require fast reactions, faster reflexes and the ability to remain calm and collected when all around is going to pot.



● You can't put a square peg in a round hole. Try telling that to Dizzy in *Panic Dizzy*, a spin-off from the popular arcade adventures.

It's rather similar to those intelligence tests where you have to put the correct-shaped pegs into the corresponding holes. Things are trickier than that, though – the shapes fall from the sky from, er, shape-producing machines. A conveyer belt at the bottom of the screen is punched with holes, and can be moved left and right. It needs to be positioned so that the shapes fall through the holes. Sounds straightforward enough still, but the tricky thing is that to get anywhere in the game, several shapes need to be dropped simultaneously. Urk!

More news on the *Dizzy* front: another 'real' *Dizzy* adventure is being worked on at the moment, and is due out later this year. Yip!



● The end is nigh! The tubes get lower the more shapes you miss. At this, stage it's virtually impossible to recover. Bad luck Diz!

CHARTS

This chart is compiled by Gallup Ltd.

FULL-PRICE

▲ NEW ENTRY ■ NO CHANGE ▲ GOING UP ▼ GOING DOWN

Pos	Title	Publisher	Comment	Review	Move	Last
1	**Teenage Mutant Hero Turtles**	*Mirrorsoft*	Still at number one! Plenty of hype, sure, but the game's not bad, either	AA65 76%		1
2	**Dizzy Collection**	*Codemasters*	All the *Dizzy* games in one compilation! Five classic games, and great value	Not reviewed		2
3	**Total Recall**	*Ocean*	You saw the demo on AA67's Action Pack. And the game is excellent!	AA68 91%	▲	9
4	**Golden Axe**	*Virgin*	Chunky and colourful, this one's relentless, scrolling hacking. OK, though	AA66 75%		4
5	**Big Box**	*Beau Jolly*	Compilation fever still rages!	Not reviewed	▼	3
6	**Kick Off 2**	*Anco*	Excellent footie sim with the playability of *KO1* and graphics too!	AA63 86%	▼	5
7	**Multi-Player Soccer Manager**	*D&H Games*	A text-only management sim in the charts? You lot must be desperate!	AA61 65%		7
8	**Hollywood Collection**	*Ocean*	Four fantastic film tie-ins	AA67 83%	▼	6
9	**Gremlins 2**	*Elite*	Look out for the *AA* verdict any day now...	Not reviewed	▼	8
10	**Lotus Esprit Turbo Challenge**	*Gremlin*	Possibly the best racing game ever makes it in at no. 10. Should think so too!	AA65 93%	▲	–

THE BUDGETS

Pos	Title	Publisher	Move	Last
1	**Double Dragon**	*Mastertronic*	▲	3
2	**After Burner**	*Hit Squad*	▼	1
3	**Real Gbusters**	*Hit Squad*	▼	2
4	**Cavemania**	*Atlantis*	▲	6
5	**Rambo 3**	*Hit Squad*	▲	–
6	**Magic Land Dizzy**	*Codemasters*	▲	–
7	**Operation Wolf**	*Hit Squad*	▼	5
8	**F1 Tornado**	*Zeppelin*	▲	–
9	**Quat Adventure**	*Codemasters*	▲	–
10	**Quat Firepower**	*Codemasters*	▲	–



● It's still there at no. 1! Mirrorsoft's *Teenage Mutant Hero Turtles* are taking the charts by storm.

WHAT'S HAPPENING

I don't like it, Carruthers, it's too quiet...

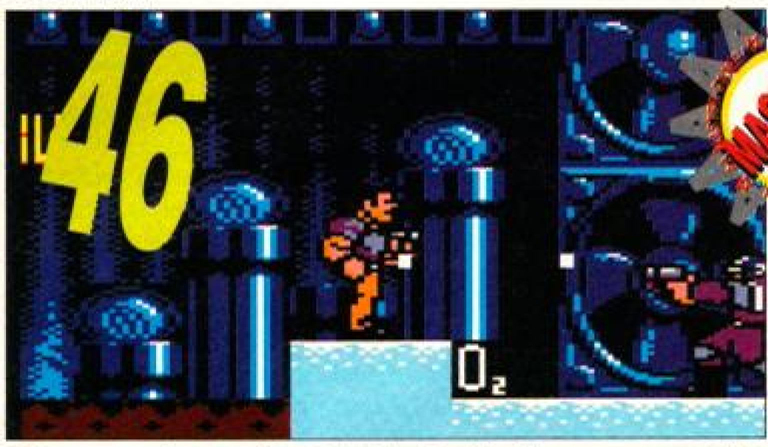
Well, it certainly has been a quiet month. Things appear to be settling down after the Christmas bonanza. The only new entry is Gremlin's *Turbo Challenge*, and that's a game that's been knocking around for a couple of months, waiting for some well-deserved success.

The budget charts are pretty quiet too. The Codies are back in again, though, with two of their giant-value budget compilations.

ACTION TEST

What a month – no fewer than FOUR mastergames! Honestly, you've never had it so good…

TOTAL RECALL
OCEAN



● You saw a demo on the AA Action Pack last issue – now read the full review. Does Ocean score another hit with its latest blockbusting film licence? You bet!

F-16 SOFTWARE HOUSE



● If you can't fly an F-16 when you load this program, you'll be half way there by the time you finish. It's a simulator with more knobs than an Amstrad hi-fi, and more brains than Magnus Magnusson.

BAT UBI SOFT



● An icon-driven role playing adventure game where, you, the cosmic detective have to seek and destroy the evil twisted space fiend Vrangor! Just check out those lush graphics.

GUNBOAT
SOFTWARE HOUSE



● Is is a 3D simulator or an arcade blast? You piloting a low-slung nautical death machine through the grimier regions of Vietnam. If it moves, shoot it!

SWITCHBLADE
GREMLIN



● This game was stunning on the console, so we couldn't wait to see the 'ordinary' version. Well now we have, and we are gobsmacked! It really is a stonker.

SUPERSKWEEK
LORICIELS



● The original *Skweek* was ultra-cute and ultra-playable. Could it really be improved on?

EDD THE DUCK
IMPULZE



● *Rainbow Islands* revisited! *Edd* is good all right, but has the personality of a glove puppet…

FISTS OF FURY

VIRGIN ■ £14.99 cass, £24.99 disk

Hi-yaaah! Ok Kung-Fu dudes, it's time to put on your special Bruce Lee trousers. Virgin has released a compilation of martial arts games, enabling you to kick seven shades of sunlight out of a plethora of baddies. There are four games to choose from and a vast array of bare-fisted combat moves at your disposal. Are they worth lashing your satin 'jammies on for...?



Frank

Dynamite Dux

Welcome to cutesville. The Ninja killers have to take a back seat for this game, and are replaced with their cartoon counterparts – dangerous ducks.

Bin and Pin are the names of the two heroes of this tale, and what a pair they are!

The plot is remarkably similar to that of *Double Dragon*, as is the game style. The evil Achacha has been up to some fowl (har har) play, and has stolen little Lucy, Bin and Pin's bestest friend in the whole wide world. "Gah! Let's get 'em", they cry, and set out with their phenomenally big fists and serious attitudes to dispatch Achacha. Oh, and rescue Lucy while they're about it.



● Aack! It's the invasion of the mutant moose-heads, power up and deal with 'em Bin, Lucy is waiting to be rescued!



● Bin prepares himself with a mega-power punch, waiting for the right moment before he totally creams the end-of-level baddie.

The action scrolls horizontally with the occasional vertical scrolly bit. Baddies of various degrees of cuteness make their way towards you, and you either whack 'em with your big gloves or pick up a weapon and waste 'em. Treasure can be picked up along the way, as can energy-replenishing cakes and sweets. Power can be built up by holding the Fire button pressed à la *R-Type*, making Bin and Pin are more than a match for the big end-of-level

NINJA WARRIORS

Apart from having a completely daft name, Bangler just happens to be the most powerful figure in world politics. Not only that, he is totally bananas. His power-hungry struggle is despised by the world's population, but his criminal connections have kept his position secure... or at least until he messed with a nice scientist fellow named Mulk... (Where do they get those wonderful names?)



● Surrounded by a hunchback and a soldier, your robotic ninja is in some serious trouble...



● Pah! Only a tank, eh? I eat tanks for breakfast, matey boy... uh-oh, isn't that the infamous and totally hard Tank Girl?"

Mulk, being the outrageously spiffy geezer that he is, has come up with a solution to Bangler's menace. A bomb? No. Poison gas? Nah. A candlelit dinner with Madge Bishop? Well, er, possibly... but no. Instead, Mulk has come up with two cybernetic, nigh-on indestructible Ninja Warriors. Right on dudes! (Well, it had to be the obvious solution.)

Their mission is basically to kill everything they come across and eventually assassinate big bad Bangler himself. Now the question you are asking yourself is this: If you have the technology to make android killers, what kind of weapons are you going to kit these guys out with? Particle beam accelerators? Localised nuclear fission generators? Quad photon death cannons? Unfortunately not – you give them knives instead. As soon as the bad guys make their way across the horizontally scrolling screen, you have to take them out with a well-aimed swipe of your blade. You also have at your disposal a limited supply of rather weedy shuriken, which allow you to avoid those close encounters.

A poor Kung Fu Master clone at best, but enough puling power to keep you interested for a while at least.

Duff graphics and poor gameplay, combine to make this game one of the most harmlessly banal titles in years.



Kung-fu mayhem is a very dangerous pursuit, and should be avoided in favour of a more peaceful hobby. Like train spotting, maybe?



Bif, baf, bof! Eat Ninja knuckle, puny mortals. Stealth is abandoned in favour of brainless violence. Works every time.

SECOND OPINION

"A bit of a mixed bag. Shinobi and Dynamite Dux are OK, but the other two are not terribly inspired. Still it's better than a kick in the... (yes, that's quite enough of that – Ed."

Adam Waring



● Avoid the moose heads, avoid the water-spout, but, lordy, lordy, don't avoid the extra weapons.

monsters from kung-fu land.

The graphics are absolutely excellent, very cartoony and outrageously cute. Scrolling is super-smooth, and only the lack of decent sounds lets down the presentation. Gameplay is simple and good fun, although it borrows heavily from other games in the kung-fu genre, and it is marred only by the fact that the game is a little easy to complete. Having said that, it is almost definitely the best game on the compilation, and by a long way. A total big laff, dudes.

SHINOBI

"Shinobi" is a japanese word, it means literally "to steal in", and shinobijutsu is the art of stealth. Stealth is the trademark of a Ninja assassin, and so it is stealth which is required for success in this game.

The Sega coin-op made its way onto the Amstrad some time ago, and the story goes a little like this...

Joe Musashi is a rock-hard Ninja who is having a little trouble with a totally nasty dude called Bwah Foo. Bwah Foo is angry, and not just because he has a pathetic name. He wants money, and in order to get some he has kidnapped lots of young pupils from the local Ninja school (not too heavy on plot this one). He has demanded a ransom for the safe return of said Ninja sproglings. Joe, however, has other ideas...

Boing... with a well-timed Ninja somersault, he springs into action and sets about the task of rescuing the brats. It is all standard kung fu fare, only the joy of close-quarter fighting is replaced by shuriken-throwing. The platform element in this game is more important than the beating and kicking, and adds greatly to the thrills and spills. Extra weapons (in the form of little rockets) are gained by collecting selected sprogs. After three separate



● A deft sweep kick completely destroys the enemy soldier. The evil Bwah Foo had better watch his step.



● Fatso is about to meet his maker, so he can quiver and shake behind the crate all he wants – that sword wont help him now.



● You're on the bonus stage, and an extra life can be gained just as long as you don't let any bad guys past.

sections you meet an end-of-level baddie – for example, a whirling hurricane Ninja or helicopter gunship.

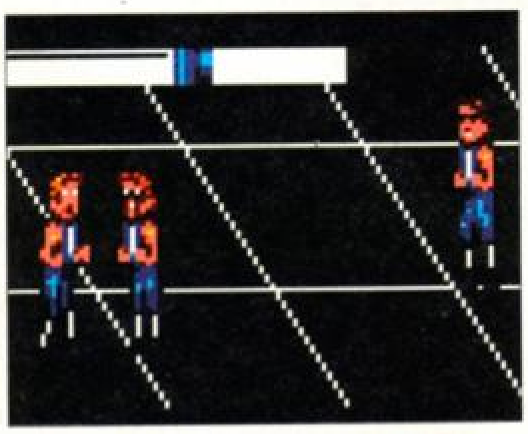
The Amstrad version is fast and reasonably smooth, and contains most of the elements found in the original arcade game. The graphics are colourful and well designed, and the overall effect is helped by decent (although far from perfect) scrolling. Sound is a bit weak, but if you can live with that minor niggle, then what you have is a very accurately converted and enjoyable arcade romp-o-ra, and a cool beat-em-up.

Remember... strike hard and fade away.

DOUBLE DRAGON 2

Billy and Jimmy are two righteously cool dudes, so you can imagine how upset they get when the boss of the local gang sends out some henchmen to murder Billy's best girl, Marian. Decidedly miffed, they set out to avenge her death – which is as much excuse as you need for the ensuing rampage of mindless destruction. Kill, maim, torture... and generally make life difficult for the nasty gang of kung-fu clowns.

Billy and Jimmy can operate as a team or work alone, but you will find it easier if you take your brother along as back-up. The action scrolls horizontally from right to left, and various baddies with their own strengths and weaknesses wander into your flying fists and feet. It is possible to climb ladders and gain access to ledges and platforms to avoid the baddies, but the real psychopaths amongst you will prefer to wade in and deal double death with deft dexterity.



● Oh no! It's a punch-up in Legoland! The Double Dragon brothers have taken to the streets to avenge the death of their girl.

End-of-level nasties with special talents pop up from time to time, and are generally huge and vicious. Being picked up by a huge goon and pummelled mercilessly to death is not a fun way to go. But you're no cissy yourself, and you can dish it out too. You have the usual range of moves available... and a couple of really brutal tricks like the Glasgow Kiss and the super spinning cyclone kick.

Sounds good so far? Well, sorry, it's actually a bit duff. The graphics are slow and blocky, the sound borders on the pathetic, and the gameplay is absolutely diabolical. The characters' response to the joystick is about as fast as a slug breakdancing in treacle, and this makes the game a hundred times more difficult than it should be. *Double Dragon II* in the arcades was better than *DD1*, but on the Amstrad the first version is still the best. What a turkey!

Nobody really cares what happened to their girlfriend, and frankly, it's a bit suspicious, what with them being brothers, and sharing one girlfriend and all.

DOUBLEDRAGON 2	61%
SHINOBI	78%
NINJA WARRIORS	71%
DYNAMITE DUX	88%

VERDICT

79%

Good value for the most part, and an irresistible package for the hardened martial arts psychonutters out there.

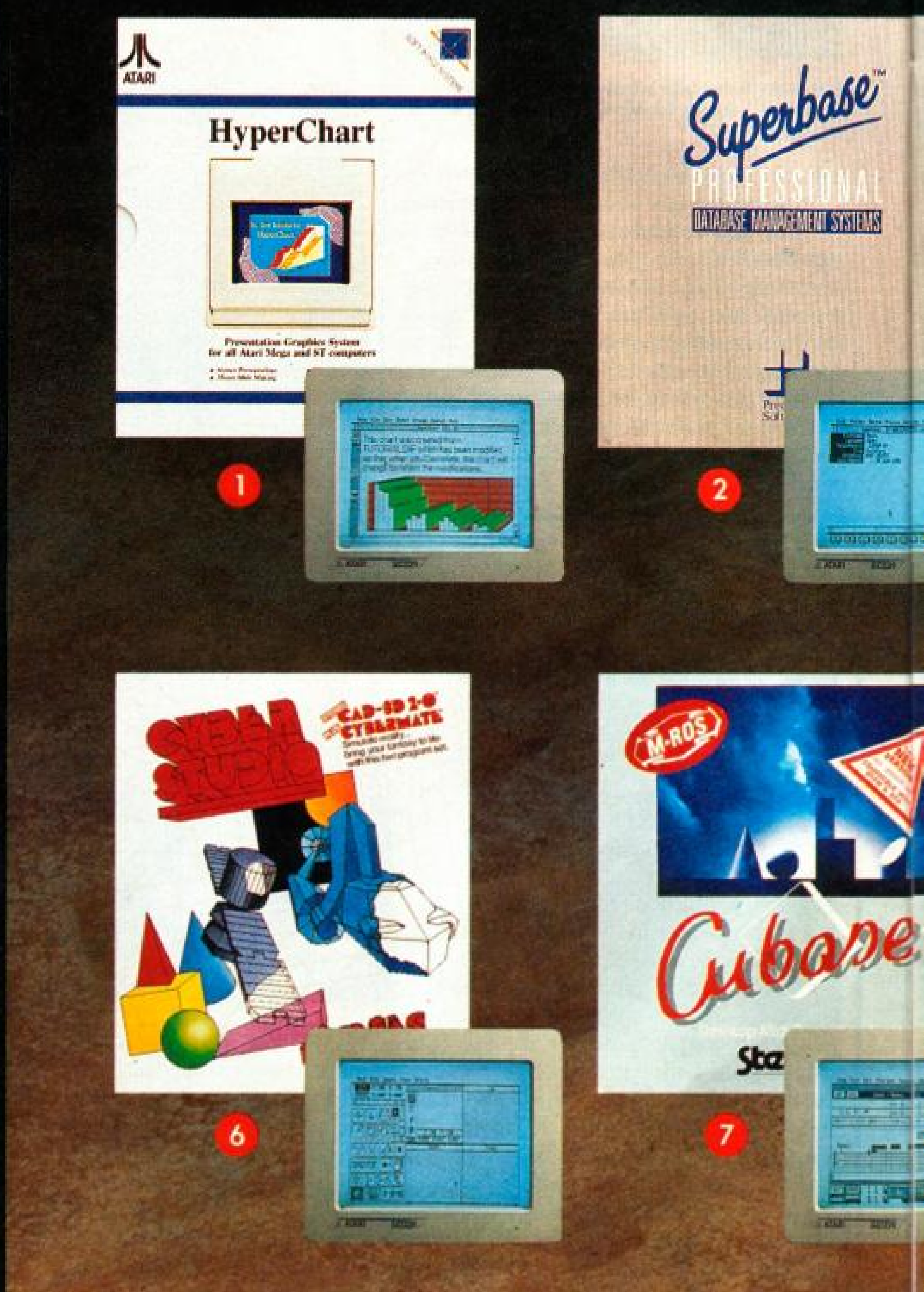
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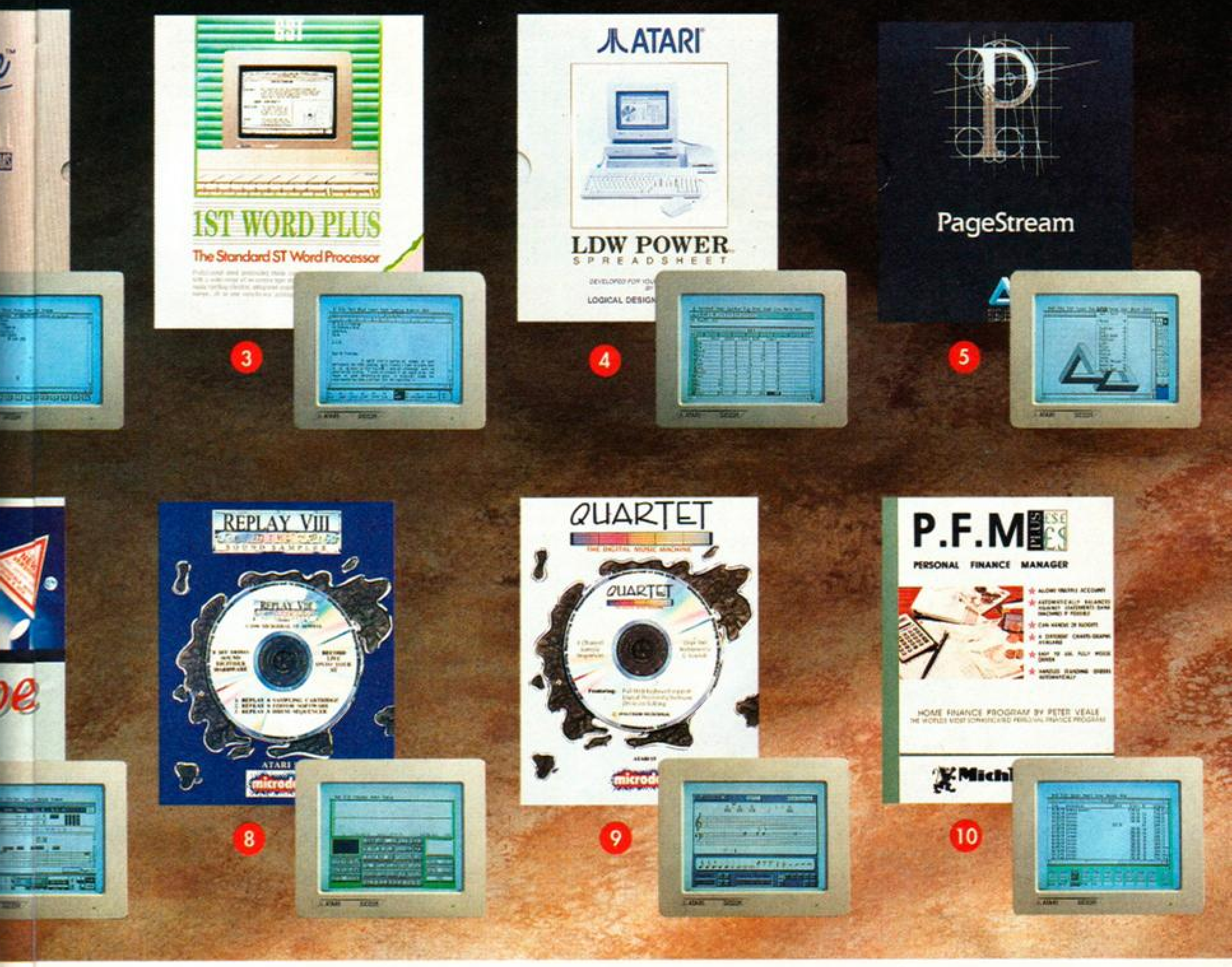
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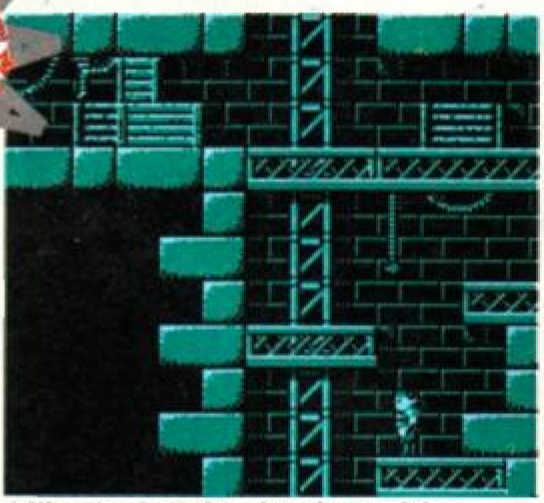
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More than just great games





● Hiro has his baseball cap on, so he must mean business. The blacked-out areas of the screen are the bits he hasn't explored yet, so the nasty looking geezer behind him may be the least of his troubles... who knows what lies beyond the next door?



● Hiro stands at the edge of a precipice, pondering a dilemma... should he jump now, or go get some extra energy first?

SWITCHBLADE

GREMLIN GRAPHICS ■ £10.99 cass, £14.99 disk

Switchblade was stunning on the console – but what can the 'ordinary' CPC make of Gremlin's epic kick-em-up?

But first... the plot. You are Hiro, the last of the Bladeknights, a mysterious band of warriors who drew their not inconsiderable power from a sword called the Fireblade. The sword has been destroyed by the totally evil and bogus dude, Havok. You, being a most righteous cool hombre, decide that it is time someone taught Havok a little lesson in manners. Apart from your incredible martial arts skills, you have one distinct advantage over the enemy... you have a bionic arm, to which you can attach a wide variety of weapons.

Your quest is to recover the missing fragments of the Fireblade, and when it is re-assembled, use it to destroy Havok. There are 16 fragments in all, and the area they are hidden in is absolutely vast. The screen does not scroll as you go exploring, but 'flips' a screen at a time. And until you enter a room or chamber, it is in darkness – so you don't know what's waiting for you.

(Once entered, a room will remain visible for the rest of the game.)

Hiro is a small but very athletic sprite, with a neat line in physical violence. His variety of kung fu moves are controlled by the Fire button – the length of the press dictating the strength and type of the blow. The baddies aren't particularly hard, but they do crop up in the most irritating places, hampering progress and generally messing with your happy thoughts.

There are many bonuses, hidden features and secret rooms to discover, and finding everything there is to find will be an enormous task. Progress, however, is quick and linear, with the sheer size of the game being your main obstacle.

The graphics are superb, with wonderfully detailed sprites which are full of character and beautifully animated. The backdrops are well done, and convey the apocalyptic atmosphere of the game very well. Sound is outstanding, with melancholy tunes playing throughout the game. The real quality of the game, though, is in its playability, and in this department Switchblade is a beaut.

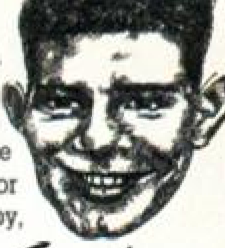
One point that should be made is the comparison between this standardised version, and the supposedly advanced console/Plus version. The CPC version is remarkable for being very nearly as good as its cartridge-based big brother. Both versions play in exactly the same way, and at exactly the same speed – in fact, the only discernible variation is the slight lack of colour on the CPC, but this does not affect gameplay, and barely detracts from the graphical appeal of the game.

SECOND OPINION

"Astounding but true. There is little discernible difference between this and the cartridge version. Great stylised graphics, brilliantly fluid gameplay. Switchblade is a winner!"
Adam Waring



● *Ki-yaah!* A sweep kick reveals a useful power-up, but there may be more stuff hidden behind the crates.



Totally fabulous this one, and a real treat for all the jealous observers of the console scene. Y'all are gonna have a big lurve for this game. Shake it baby, shake it.
(Frank's Scottish – Ed.)
Frank

FIRST DAY TARGET SCORE

Find the first Fireblade fragment

SWITCHBLADE VERDICT

GRAPHICS............ 89%
Smooth and well animated. The 'drab' colours suit it well.

SONICS................ 90%
Wonderful atmospheric tunes give it a haunting quality.

GRAB FACTOR....... 92%
Totally addictive from the word go.

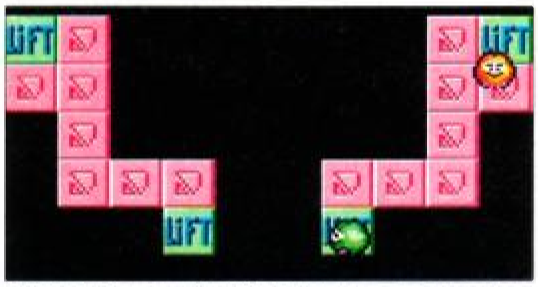
STAYING POWER... 91%
Excellent fun and an incredibly large challenge.

RATING 90%

One of the most bodacious, inspirational, outstandingly cool CPC games available.

Eek! Eek! Skweek! Skweek! It's attack of the cuddlies again, as Skweek and his just as cute chum Skrouch have to battle it out with the evil aliens who insist on painting their home planet blue.

The plot goes something like this: space aliens have invaded the home planet and painted lots of it blue. Quite why the aliens have done such a thing is a bit of a mystery. (It's a bit like the Magic Roundabout movie Dougal and the Blue Cat, where Buxton the power-crazed feline has similar true blue ideas.) (Yes, er thanks for that – ed.)



● Up in the air. The lifts take you to otherwise unreachable screens that are raised above the normal playing screen. Tread carefully!

Anyway, our heroes aren't going to stand for this nonsense! They're determined to paint every patch of soiled ground back to its natural pink. The task is not without its problems, though. The world that the fluff-balls live in is a kind of paving-stone land in outer space. You can walk over the multi-coloured paving stones (this very act is what causes them to revert back to their original colour), but there are raised walls in the way, and even sheer drops into nothingness! (And there aren't even safety barriers to prevent the two falling to their doom!)

You may think that's quite enough to contend with, but no! These aliens haven't actually deserted the planet or anything. They're still there in droves – so you'd better watch your step, hadn't you!



SUPERSKWEEK

LORICIEL ■ £9.99 cass, £14.99 disk

So far it sounds pretty similar to the original Skweek, but plenty of refinements have been made. The levels are wider for a start, so there's a greater playing area. There's a very large variety of pick-ups, with effects ranging from the slightly annoying – such as reversed controls – to the jolly good (e.g. extra lives and automatic completion of the level you're on). The two characters play simultaneously, too (not competitively as you have a common aim), though you can chase after the same goodies. And if you can't find the particular thing you're after, you can buy it from the shop. (You get spending money by killing the monsters.)

So do the improvements actually improve the game? Well actually, er... no.

The large variety of pick-ups is almost too large. There are so many of the damned things that it's difficult to remember what the icons represent. Still, practice makes perfect...

And the more that's on screen at one time, the slower the whole game moves. If there's a lot going on the whole thing slows down to a really crushingly dull pace.



● Turning those tiles back from blue to pink is achieved simply by walking over them. A trail of metamorphosising tiles follow Skweek.



● If you can't find the particular pick-up you're after, you can buy it from the shop. Not that they're that hard to come by.

That's not to say it's complete tripe, though – there are still plenty of challenging puzzles to muddle your brains. And some of the new features that have been added are cool too.

So although there's more to this follow-up, it simply doesn't hang together in quite the same way that the original did.

The problem with sequels is that they always have a predecessor to try to upstage. And when, as in Superskweek's case, they fail to live up to those expectations, the disappointment felt about the less than brilliant game is even more pronounced.



Adam

SECOND OPINION

"Superskweek is, not surprisingly, Skweek with knobs on. The trouble is, the extra on-screen action frequently slows the whole thing down to a plod. You get more game, but less playability." **Rod Lawton**



● Two can play at once for extra fun. Skeek is showing off with a power-up he just found, while Skrouch does some colouring in.

FIRST DAY TARGET SCORE

Reach level 10 on normal game

SUPERSKWEEK VERDICT

GRAPHICS............ 80%
Cute but garish graphics marred by slow movements.

SONICS................ 73%
Jolly tunes on the title screen but average FX in the game.

GRAB FACTOR....... 82%
Cutsie game that has a lot of promise in the outset...

STAYING POWER... 68%
...But sadly fails to delivier all that you might expect.

RATING 72%

A sequel that fails to live up to its brilliant predecessor.

EDD THE DUCK

IMPULZE ■ £9.99 cass, £14.99 disk

Edd the duck is a world-famous superstar. And it's high time he had his own TV series, rather than merely presenting other (lesser) stars' programmes from the broom cupboard. (Bit below his station, really.)

Well now it's happened. Edd has finally got his own action-packed show. It stars Edd (who else?) and follows his escapades through the various departments of the Beeb (yes, it *is* a low budget program).

It's an interesting format. Edd has to collect all the stars that have been littered around each section. Set against him is Wilson the butler (you only ever see his hand) and his cronies. Luckily they move in pre-determined patterns, and while they're not easy to dodge, their movements can be predicted.

Edd has four 'takes' in which to complete this task. If Edd is touched by one of the baddies then another take is used. When he gets touched for the fourth time the show's over.

Edd the Duck looks and plays very much like *Rainbow Island* – it's the same vertical tower of screens that need to be scaled, with the dynamic duck having to climb upwards and onwards to complete this task. The graphical style is similar too, the theme being cute and cuddly throughout. The way the monsters move, and even the star-collecting element, bears more than a passing resemblance to the coin-op classic.



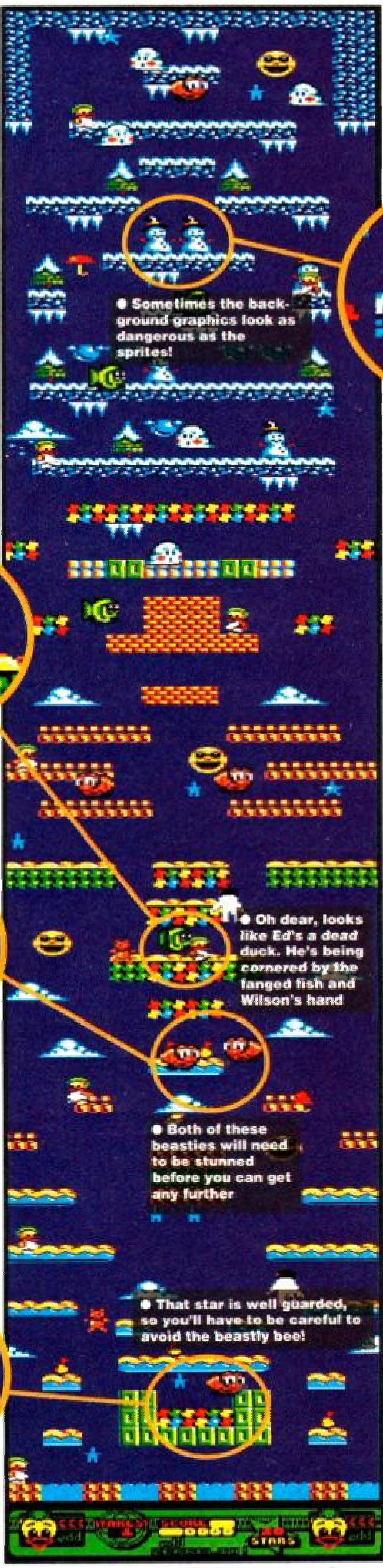


Edd has to jump his way from platform to platform choosing a route that takes him ever higher while he's at it. Twenty stars need to be collected to allow entry to the next level but, on the first level anyway, there are one or two 'spare' stars so you can afford to ignore the more difficult ones.

Edd's adversaries are headed by Wilson the butler. They followed preset movement patterns which can be studied. Edd is armed with a snowball-shooting device, which he can use to freeze his enemies for a few seconds. (There's no killin' in this game – boo!) When they're stunned, Edd can move through the baddies without coming to any harm. And as they frequently guard the oh-so-important stars, there's plenty of stunning to be done.



Edd's movement is easily controlled. he can be moved to the left or right as he jumps or falls and doesn't get 'killed' when plummeting earthwards for too great a distance.



● Sometimes the background graphics look as dangerous as the sprites!

● Oh dear, looks like Ed's a dead duck. He's being cornered by the fanged fish and Wilson's hand

● Both of these beasties will need to be stunned before you can get any further

● That star is well guarded, so you'll have to be careful to avoid the beastly bee!

SECOND OPINION

"Edd the Duck is a cute platform puzzler, and contains enough laffs and surprises to keep all but the fussiest gamesplayers happy."
Frank O'Connor



The graphics are cute. Even the piranha fish look friendly enough, and Edd is immediately recognisable as the television character. Sound is limited in the main to jumping, collecting and shooting type noises, but there is a rather jolly little tune that accompanies the title screen.

Edd the Duck resembles *Rainbow Islands* a little to closely, but is not as good a game either technically or in game design – there are no power-ups for instance, and the game isn't quite as smooth or addictive as the coin-op.

Taken on its own merits though, it's plenty playable enough. The difficulty level is about right – you won't finish the game in the first five minutes, but you'll find that there's enough progression to keep you at it.



Adam

FIRST DAY TARGET SCORE

Complete the first level

EDD THE DUCK VERDICT

GRAPHICS............ 87%
Cute as cute can be – even the piranhas look cuddly.

SONICS................ 88%
Not a bad title tune, and the in-game fx are adequate.

GRAB FACTOR....... 85%
Instantly recognisable as the TV superstar, and easy to control too.

STAYING POWER... 73%
Good progress can be made, but it may be a bit too limited.

RATING 75%

Ed relies heavily on a tried game formula, but doesn't altogether pull it off.

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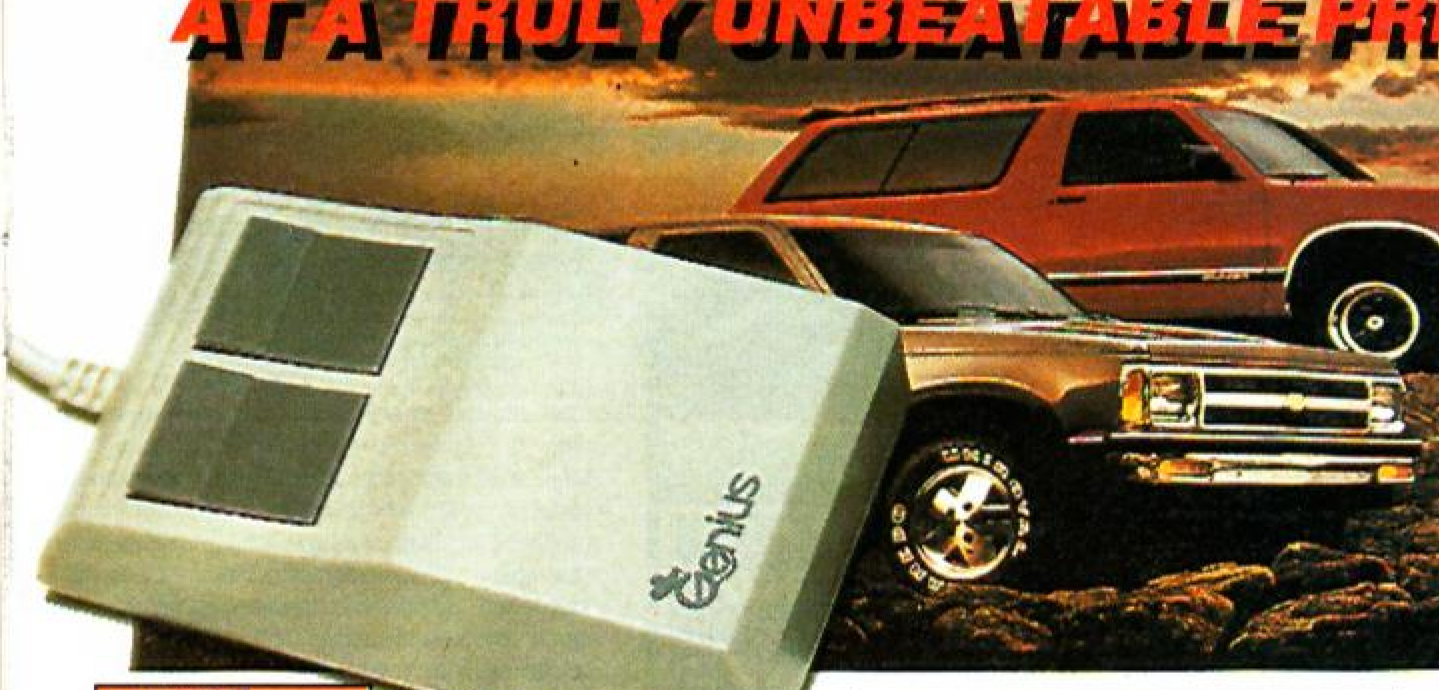


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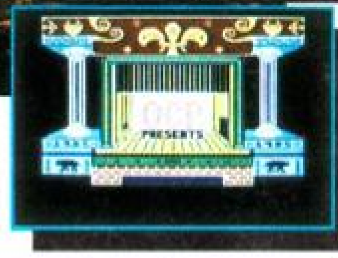
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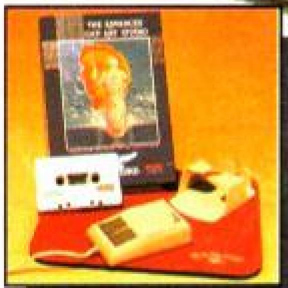
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● Jump Arnie, Jump! That nasty security guard has let loose with his Uzi 9mm. The bullets travel slowly enough for you to leap out of the way, charge in and bash him into bits with your giant fists – or you can shoot him if you want.



● Bonk! A stray shot bounces off Arnie's noggin, ha, ha! A mere bullet, it's only a flesh wound for this hombre.

TOTAL R

OCEAN ■ £10.99 cass, £14.99 disk

Ever wonder what it would be like to live someone else's life? To have memories of events you have never experienced? If you had no memories but those of another man, how would you know if someone had stolen your mind? Confused? Arnold Schwarzenegger was, in the block busting movie of 1990.

The film goes a little like this: Arnie plays Doug Quaid, an ordinary bloke with an ordinary job. Doug gets dissatisfied with the humdrum nature of life in general, and decides it's time for a change. Instead of going on holiday like any normal human being, though, he nips down to the local branch of Rekall Inc. Rekall implant memories directly into the human mind, be it a memory of a holiday, an adventure, or even a week of carpet-laying in Grimsby...

Rekall give Arnie the memories of a heroic adventurer type, but as they implant them they discover that Schwarzzy's memory has already been wiped! Everything starts to go horribly wrong, someone tries to assassinate him, his day goes very badly and even his wife tries to bump him off. As if all this wasn't bad enough, he finds himself involved in a huge plot to mess with the atmosphere of the newly-colonised Mars. You ever had a day that just went completely to pot?

The film made vast quantities of money at the cinema. It has only just been released on video, but looks all set to clean up at the vid shops too. Its success can be attributed mainly to the charisma of its star – the man himself, Arnold Schwarzenegger – but the plot was complex and involved enough to earn it some praise from the critics. The question is; how closely does the game follow the mood and plot of the film? The answer follows...

MASTER GAME

The game scenario starts with a horizontally-scrolling platform set-up. The plot is followed well overall, but only loosely in this section. A great big bouncy Arnie sprite runs along the various levels of a complex, finding his way to each floor by means of small personnel elevators. Occasionally, Arnie comes across a nastie, such as a guard, a thug, or an assassin. These baddies can be dispatched by means of a blow from your enormous ham fists, or a bullet from the huge gun you have in your pocket. The way is often blocked by barriers and laser walls, although these can be switched off by hitting the right switches.

The object of all this running, killing and jumping is to collect five objects you will need for the rest of your mission. These are scattered in pre-determined places around the first level. You cannot leave the first section until all of these objects are safely under your belt. It sounds simple enough, but you are only given one life to complete this task, and the barrier switches have to be turned on and off in the right order, or you may find yourself trapped.

Once you have completed Level One, the action changes completely. A horizontally-scrolling screen portrays the action as you take over a "Johnny Cab", and bomb through the streets of the city, dodging or shooting any traffic unfortunate enough to get in your way. Two factors hinder your progress here; one the fact



● Inset: Arnie could use his gun but decides to barge in and belt the bozo instead. Main pic: a blow from Arnie's huge fist is enough to send the bad guys flying. There's more to this level than combat, though, with five objects to collect.



● Hey, that dude with the solid shades is dissing you man. Even the super-fast Arnie can't duck this one. Taking a hit won't cost you your life, though, just some precious energy. And no, you can't go and visit the girls...

ECALL

that you are being pursued by the police force, and the other the fact that your fuel levels are decreasing rapidly. Fuel can be topped up by shooting oil tankers as you see them, but they are generally few and far between.

Once you reach your destination, a warehouse, the action switches back to the platform set-up. You must make your way through the warehouse area, and escape to the local space port, where your ship to Mars is waiting. It is on Mars, you discover, that the answer to your memory dilemma lies. The gameplay on this level is more than a little similar to that of the last...

...and yet more déjà-vû awaits you on the next screen, because it's drivey time again. This time you have to drive the cab through the caverns of Mars. The route is a little more tortuous, and therefore much more difficult this time, but frankly, it is almost identical to the second level. Your destination is a rebel hideout, buried deep within the bowels of the Martian mountains.

Once you have found your way to the rebel hideout, you land on your feet once more for the fifth and final instalment of the game, and horizontally-scrolling platform fun uncannily similar to the first and third levels. There are more switches to deal with, and a truly horrific expanse of baddie-filled maze to negotiate, with your one paltry life to see you through. Only completely hard game players will make it this far. Find the key to the heart of a vast reactor, and deal with the large number of baddies who will try to stop you. You then have to fight the big boss's henchman one-on-one on a lift heading up towards the reactor's core. And if you defeat him...? Well, that would be telling, wouldn't it?

The graphics in Ocean's conversion of *Total Recall* are absolutely lovely. A big, chunky Arnie sprite runs and jumps in a most convincing manner, and the backgrounds on all levels are really nice.

SECOND OPINION

"Excellent graphics, smooth scrolling, great gameplay. Total Recall hangs together well. What's more, it's tough and challenging, so it'll keep you going for a long time too."

Adam Waring

BIG ARN



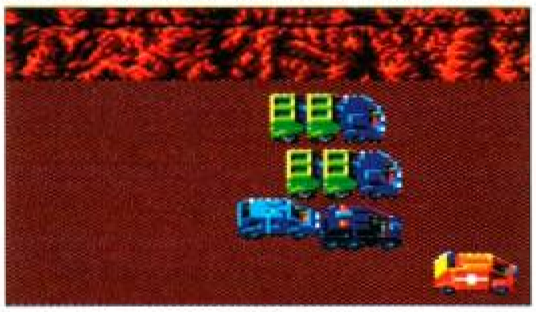
Arnie's film career started way back in the '70s, in a film called *Stay Hungry*. In it – surprise, surprise – he played a body builder. Although he couldn't act for toffee, his screen presence and charisma led him through a series of minor roles, until in the mid-'80s he struck it big with the box office smash *Terminator*. From then on his career rocketed. He appeared in typically brainless romps such as *Commando* and *Predator*, but as his fame and reputation grew (along with his bank balance), he began to gain a name for himself in business. He has made millions in real estate, and married into the Kennedy clan, one of America's most influential and important families. He has also made a brief and successful foray into politics! More recently Schwarzenegger has appeared in a couple of very well-received comedies – *Twins* and *Kindergarten Cop* – no doubt in an attempt to avoid typecasting.

What with his success so far, who knows? – maybe 'Senator Arnie' isn't all that far off...?



● I got me a car, it"s as big as a whale, and it's about to set sail... tackling the traffic in the driving section.

Sound effects and music are both spot-on, with a remix of the film score playing on the title screen. Special mention should be given to the sexy loading screen, with a digitized piccie of Arnie, although at a very odd angle.



● Uh, oh, a bit of a traffic jam here. But you have the perfect solution – blast them all into oblivion!

Although the game follows a somewhat tired formula, it is polished and exciting enough to make it rank among some of the best film tie-ins ever. A real treat, and a game no Arnie fan can afford to be without.



Frank

FIRST DAY TARGET SCORE

Get past the first level

TOTALL RECALL VERDICT

GRAPHICS............ 89%
Lovely sprites and fabulous backgrounds suit the game perfectly.

SONICS................ 78%
Neat spot fx and narly tunes really help the game along.

GRAB FACTOR....... 90%
Initially addictive, if a little frustrating.

STAYING POWER... 87%
A difficult but enjoyable challenge.

RATING 91%

A mega licence! Total Recall has been very well executed and is fun to play.

WIN A WALKMAN!



Even Arnie Schwarzenegger would be drooling over one of these! (We reckon, anyway.) To celebrate *Total Recall* scoring an *AA Mastergame*, Ocean is giving away no fewer than five of these wee beasties to *Amstrad Action* readers.

The Sony WM-F2015 Combination Walkman boasts the following:

- **FM/AM tuner**
- **Auto shut-off**
- **Normal/Metal tape selector**
- **Belt clip**
- **Lightweight headphones**

And that's not all. Ten runners-up will each win a copy of the game itself, plus a giant *Total Recall* poster. Brilliant, eh?

FIRST PRIZES

5 Sony personal stereos!



THE RULES
- The closing date for entries is May 31st 1990.
- Only one entry per household



RUNNERS-UP PRIZES

10 copies of Total Recall plus 10 giant posters!

As usual, we're going to ask you a few questions:

1. *Total Recall* takes place largely on Mars. Mars is sometimes known as...
(a) The Red Planet?
(b) The Green Planet?
(c) The Yellow Planet?

2. What was Arnold Schwarzenegger's original nationality?
(a) Welsh?
(b) Austrian?
(c) Russian?

3. What is the name of the character Schwarzenegger plays in *Total Recall*?
(a) Don Quaid?
(b) Doug Shovel?
(c) Doug Quaid?

Just jot your answers down on a postcard, together with your name and address (and whether you have a tape or disk machine) and send it to:

I'LL BE BACK COMPO, AMSTRAD ACTION, 29 MONMOUTH STREET, BATH, AVON BA1 2BW



● Shifting into sixth gear on a long straight, the opposition comes into view. Moving into the right hand side of the road and hitting seventh gear should take you into the lead. The crowd roars, your engine fires, nothing can stop you now!

SUPER MONACO GRAND PRIX



US GOLD ■ £10.99 cass, £14.99 disk

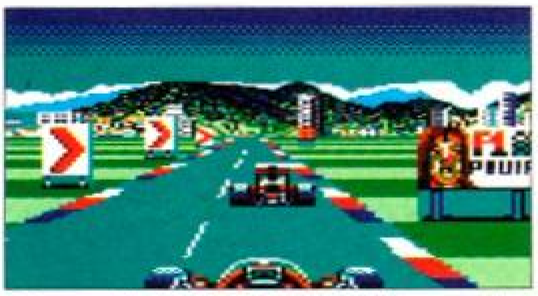
The tarmac blisters in the heat of the midday sun. You adjust your visor in a vain attempt to see through the shimmering heat. Glancing in your rear view mirror you see an approaching competitor. Hitting seventh on a straight, you ease away, giving yourself space to move and breathe. You can hear nothing but the sound of your own blood rushing in your ears, and the low, almost subsonic throb of the massive formula one power-plant immediately behind your head.

There in front of you, you see the flutter of the white flag... just one more lap to go, but they're gaining...

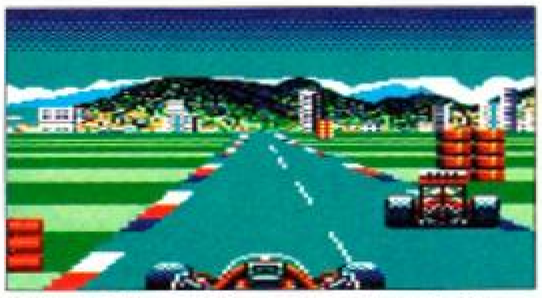
SECOND OPINION

"First impresaions of Super Monaco Grand Prix are not good – it seems too slow and jerky. Give yourself time to get into it though, and you'll find there's an exciting game under the bonnet."

Adam Waring



● Approaching a sharp bend, and the guy who just overtook you is about to find out just how well you handle corners.



● The buildings of Monaco loom large in the distance, but you can't afford to sit around watching the scenery, Pedal to the metal!

Super Monaco Grand Prix, apart from being the most unnecessarily long title in computer gaming history, is a conversion of the Sega coin-op – one of last year's biggest arcade hits. The original coin-op was popular mainly because of the stunning graphics and sounds, but actual gameplay was little different from most other games in the racing genre. The problem *any* computer version will have is the lack of 32-bit processing power, custom graphics chips galore, and digital sound. So how does the humble CPC cope?

The game plays much like any other racer. Strapped firmly into driver's seat you tear down the crowded race track, hoping to get as low a lap time as possible and, ultimately, to finish in first.

Before you even begin a race, you must qualify, and in doing so, gain a better starting position in the actual race. Once qualified, your car is entered in the race proper, and that's when things start to get a little difficult.

The cars themselves are awesome beasts, capable of huge speeds, and incredible feats of agility, hugging corners as though they were on rails. Or at least, that's what the real ones do...

You are given a choice of gear set-ups to begin with, and you can choose from automatic, four, or seven speed gearboxes. Automatic is simple and takes some pressure off the player, but acceleration is very slow compared to the manual four-speed, and even the four-speed is a bit dodgy compared to the seven-speed.

The tracks represent circuits around the world as well as the streets of Monaco, home of the world-famous Grand Prix. The occasional dip and hill add to the problems you will face, but the other drivers are the biggest pain. You will find yourself roaring through a dark tunnel when suddenly another car appears in front of you. And like the worst taxi driver in the world, he refuses to let you past, or jams you between his car and the tunnel wall.

The control method initially seems slow and unresponsive, but perseverance ensures progress, and you soon learn the quirks of the vehicle's handling.

The graphics are colourful and attractive, and quite convincing at times, especially on hills. But the scrolling and screen update are a little on the jerky side. Sound consists of the car's droning rumble, and a very bizarre noise when you overtake other cars.

Like other driving games, the scope of the challenge is limited by the lap times you can get, but *SMGP* is actually more fun to play than most, and lasting enjoyment can be gleaned, especially from racing fans.

Mention should also be made of the totally savoury babe holding the place cards at the beginning of the game... phwoar!!!



Frank

FIRST DAY TARGET SCORE

Qualify in pole position

Super Monaco Grand Prix

VERDICT

GRAPHICS............ 78%
Nice 'n' jolly, colourful, and reasonably well animated.

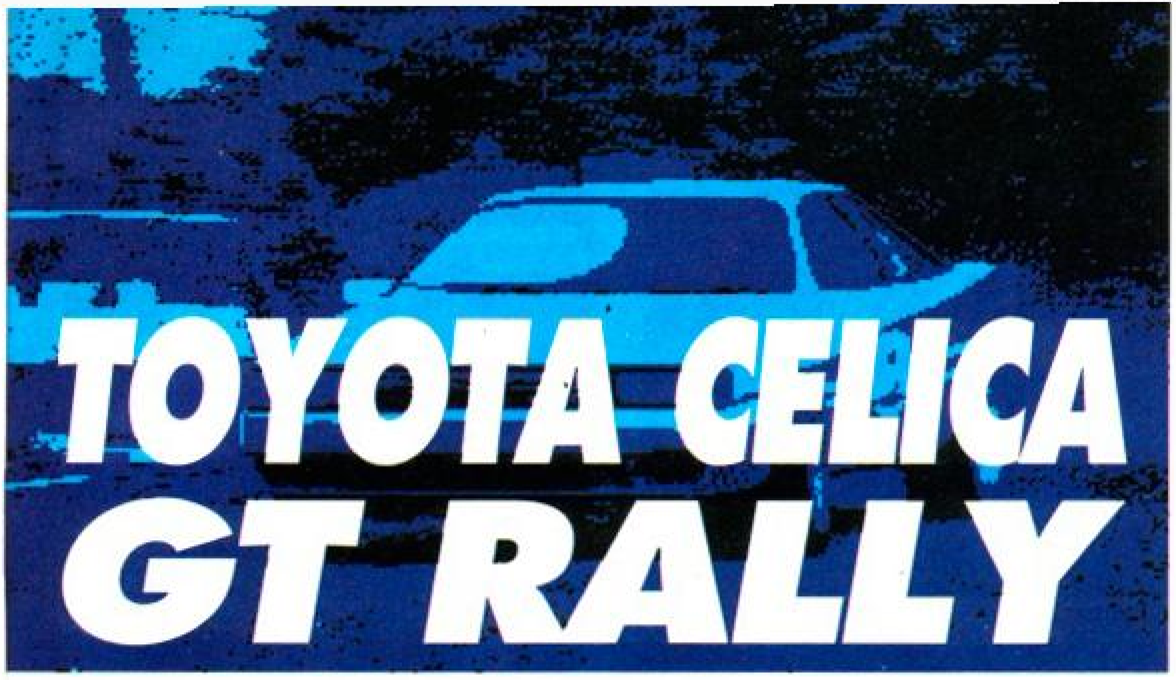
SONICS................ 61%
Vroom! parp! Sounds like a convention of flatulent hovers!

GRAB FACTOR....... 80%
Easy to play, difficult to beat. You'll pick it up straight away.

STAYING POWER... 75%
Not a lot more to it over other racers, but long-term fun!

RATING 74%

Not bad, not awesome, but fairly good. A sound drive--em-up.



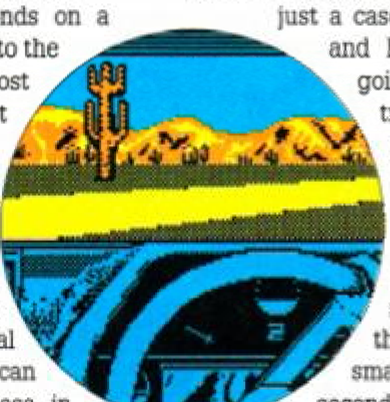
TOYOTA CELICA GT RALLY

GREMLIN GRAPHICS ■ £10.99 cass, £14.99 disk

A quick question. What's 15ft long, has bits flying off in all directions and slides through trees on its roof? Answer: your Toyota, fifteen seconds after your first go at *Toyota Celica GT Rally*. The second time you play, it'll probably take twenty seconds...

Gremlin's new rally game is much more a simulator than *Lotus Esprit Turbo Challenge* was. For a start, you're plonked in the driving seat itself for this one. You get a view of the road ahead through your windscreen and you also see your hands working the steering wheel and the gearstick to your left. So, settled in the cockpit, you start the engine, rev it up, watch the countdown clock... 3... 2... 1... and GO!

It's OK for the first few seconds on a straight road, but it's when you get to the first corner that the fun begins. Most driving games let you keep your foot to the floor just about all the time, but not this one. Chances are you'll be taking the scenic route through the trees... should have consulted your co-driver, shouldn't you?



That's right. Not only are the corners the sort you get in the real world, you have a co-driver who can signal their direction and sharpness in advance. You don't see the fellow himself, but you do get to see signs ahead of you telling you what to expect. These take the form of chevrons consisting of one, two or three arrows... actually, it's all a bit of a swizz, because unless you decide to stick with the standard pace notes supplied, you have to draw up your own before you tackle the stage. You do this with a special map of the unfolding stage, with the option of inserting your own signs where you like.

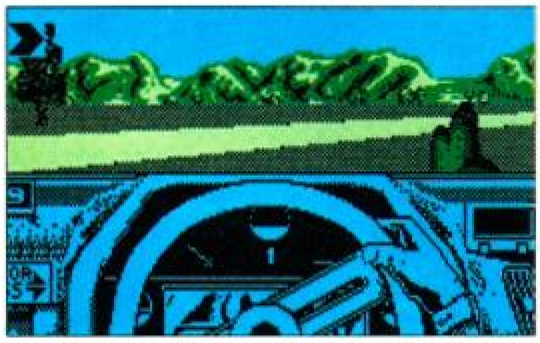
Until you're a bit more handy at controlling your car, you can go for the Practice option on the main menu. This lets you drive at any of the three international locations offered by the game. You'll soon get tired of this, though, and want to get stuck in with the big boys.

This is where it gets a lot tougher. You start off racing in the UK over a number of stages. As with real rallying, your total time is totted up after each stage and your ranking given. And, again as with real rallying, it's not just a case of putting your boot down and hoping for the best. You're going to have to do some pretty trick, controlled driving to stay up with the big boys in this competition, as lead-footed driving will leave you broadsiding off the track and fishtailing down the straights. Each excursion into the scenery costs you a smashed windscreen and a 20 second delay.

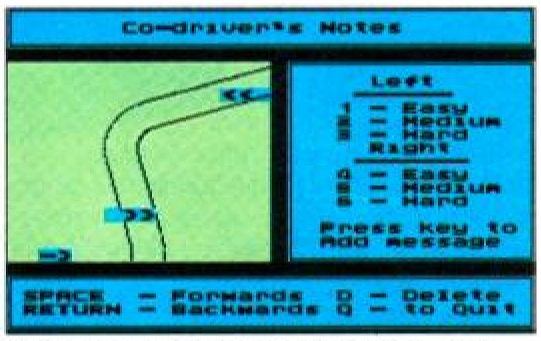
SECOND OPINION

"It's all very well getting things right as far as accuracy is concerned, but Toyota's controls are too fiddly and finicky. It's just too difficult to keep the car on the road."

Adam Waring



● Off the track again, and oversteering wildly. You can get it back together if you're quick, but that rock looks a bit solid.



● If you don't like the standard pace notes, you can provide your own with the special editing screen available before each stage.

Control is either by joystick or keyboard. It's tricky in both cases, but keyboard control is the easiest. The game suffers a bit from the *Test Drive* syndrome – it's almost impossible to avoid continually escalating over-correction when things start to go wrong. It's not too bad in this case, but bad enough.

The graphics are very good. They're done in four-colour mode, which means there's not too much colour but there is plenty of detail. The scenery moves well as you drive, and the gear-shifting and wheel-turning are very nicely animated.



● Yes, well that's what you get for going too fast, isn't it? *Rally* is a real test of judgement, skill and caution.

Sound is good too. There's a jaunty title tune backed up by competent in-game driving noises.

Having said that, the game isn't hugely inspiring. There are two problems really: the difficulty of controlling your car in the first place, and the lack of any real adrenaline-producing excitement. Naturally, there are never any other cars on the track with you, and so your sole opponent is the clock. And given that you'll be too busy trying to stay on the road to look at it, even that incentive pales.

Toyota Celica GT Rally is a good simulator, but although it still retains a real arcade feel it doesn't offer a great deal of excitement. It's competent all right, but just a bit dull...



Rod

FIRST DAY TARGET SCORE

Finish a stage in the top ten

TOYOTA CELICA GT RALLY VERDICT

GRAPHICS............ 88%
Not colourful, but detailed and smooth, with nice touches.

SONICS................ 74%
Good tune, but not terribly memorable in-game fx.

GRAB FACTOR....... 71%
It looks good, but it's a horror until you learn to control it.

STAYING POWER... 75%
Only determined rallying nutters will stick with it.

RATING 79%

Difficult to fault apart from the tricky control, but not really all that exciting.



● Select your mission from the menu screen. The middle one, Conquest, may ony be chosen when you've completed the other five.



● Set your waypoints. Each mission is calculated randomly, so it's rare that you'll be flying the same one twice.



● Time to tool up. Chose a selection of missiles to suit the type of mission you'll be flying, but don't forget the sidewinders!

F-16 COMBA

DIGITAL INTEGRATION ■ £14.95 cass, £19.95 disk

The alarm sounds and the corresponding warning light starts to wink on the control panel. There's an incoming missile locked onto your afterburners. Pull back on the yoke and climb, spiralling to try to break the lock, dropping flares to try to confuse the missile. Now you see the cause of your problems – a Mig 29 a couple of miles distant, and he's in your sights. Now it's your turn to watch him try desperately to avoid your sidewinder...

Modern air warfare is the name of the game. The F-16 Fighting Falcon is a modern single-seat fighter plane. It excels in dogfights, and is also capable of bombing missions – taking out ground targets with its 'intelligent' weapons system.

You are that pilot. There are a variety of missions waiting for you, so it's chocks away! You could be downing incoming Migs, destroying advancing enemy artillery or taking out strategic targets. In fact, you may choose the mission. Five are available initially.

A sixth, Operation Conquest, is only available to those who have successfully completed all the other missions. It puts you in an all-out war scenario against the enemy. The idea is to force them to surrender by reducing their operational capability and morale. But while you're taking them out, they'll be after targets on your side of the fence...

The other options available are quickstart, for those eager to get off the ground, and training, where the enemy don't shoot back.

The next thing to do is set waypoints. These aid you in directing you to your targets. The targets' co-ordinates are punched into the navigation computer. In flight this information is translated into a bearing to fly on, as well as telling you the range and your estimated arrival time.

Many weapons are available. For air-to-air combat you have heat-seeking Sidewinders and Amraam radar-guided missiles. Ground targets can be taken out with a variety of laser guided, infra red and anti radiation missiles, depending on the target type. If you're unsure, you can ask for the Crew's Choice, which gives you a suggested set-up.

Then it's up into the big blue younder. You're sat on the runway... open the throttle... pull pack on the joystick... and you're!

There's no time to admire the scenery, though. You're on a mission, and it's down to you to carry it out successfully. Help is at hand, though. The F-16 is one of the world's most advanced fighter planes, offering Head Up and Multi Function displays (HUD and MFD), as well as an Up Front Control Panel (UFCP). Basically, this means that all the information you need can be displayed conveniently, without it all becoming too much of a muddle.

It's unlikely that you'll reach your target without incident, though. Enemy fighter patrols are likely to intercept, and you've no choice but to blow 'em out of the sky. You're alerted to their presence via the radio, and will see them as a dot on your radar. Switch the MFD to Air Combat mode and select your air-to-air missiles. Swing towards the target. When the missile 'locks' let it go and get the hell out before a missile is launched at you.

Targeting is fully automatic, thanks to the intelligent weapons system. Point the plane roughly in the direction that you want to fire in – if the target's visible and you have the correct missile type selected, a 'lock-on' diamond appears. Stab the Fire button and leave your weapon to do the rest. It's seldom necessary to get closer than a few miles from the target, be it ground-based or airborne.

Landing is one of the trickiest things in any flight sim. We've all felt the disappointment of completing a mission, downing several enemy aircraft en-route, only to total the plane on the runway. *F-16* allows you to cheat. As long as you line yourself up on the correct approach so that you're inside the ILS beam, the computer can me made to 'take over'.

You're given a rating on how well you flew at the end of each mission. Mission Effectiveness is judged on how many of the mission targets were destroyed. Your Kill Rating is calculated on the number of missiles fired over

SECOND OPINION

"There is very little competition on the flight sim scene on the Amstrad, and so this is a polished and accurate addition to the genre V. Good indeed, Chocks away Ginger!"
Frank "Ace" O'Connor

MASTER GAME



● Direct hit! But there's trouble – another Mig is flying in to intercept. Time for some evasive manoeuvres. Get those afterburners on!



● We've destoyed our targets and downed a few Migs. Switch to the Instrument Landing System for a smooth touchdown.



● A textbook landing! Put on the wheelbrakes and reduce speed. Time for a quick cuppa before the debriefing...



● On the tarmac and all systems are OK. Open the throttle and ease back the joystick when you've built up enough speed. You're airborne!



● On the way to the target and a Mig intercepts. Switch the MFD to air-to-air combat, select your sidewinders, and let 'em have it!



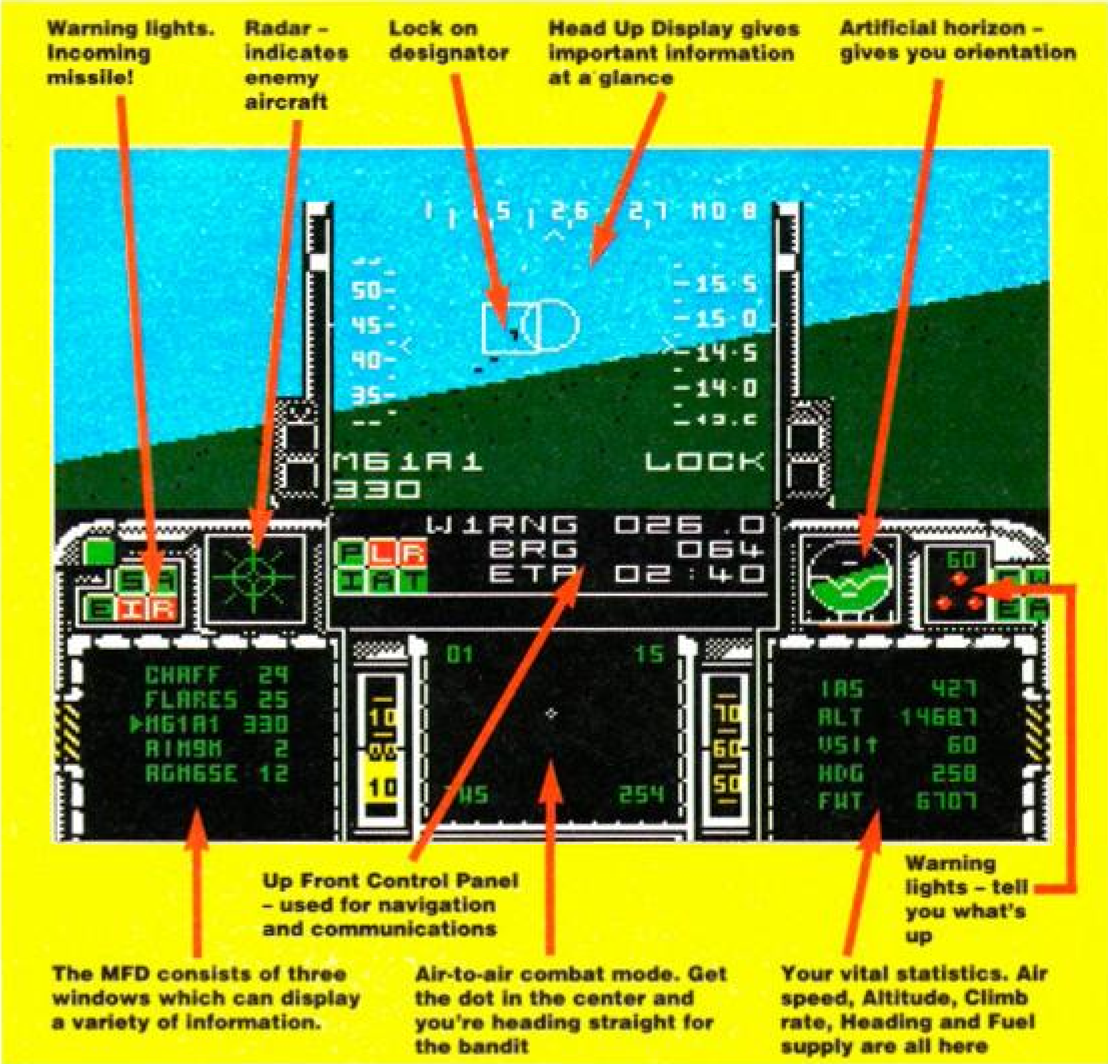
● There's the target! The middle display tells you it's eight miles distant. Lock on the laser-guided air-to-ground missile, hit fire, and hope!

AT PILOT

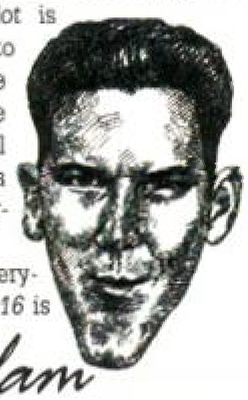
the number of enemy taken out.

Your view is from inside the cockpit. The bulk of the lower half of the screen is taken up by the MFD instrumentation, along with banks of warning lights and indicators. The top half depicts the wire frame outside world, with your HUD superimposed on top. The scenery moves around quickly, and though not terribly interested to look at, is slick enough to be believable.

There's a lot to learn. Simply strapping yourself into the ejector seat and taking off is likely to result in a quick death. The accompanying manual is comprehensive, though, and gets you used to the concepts and controls without too much pain. It contains much information about attacking and defensive manoeuvres too. A quick reference sheet is also included and gives you an at-a-glance overview of the controls and instrument layout.



Once you've got to grips with flying the plane, *F-16 Combat Pilot* is great fun! It's easy to become engrossed in the mission, and when the alarm sounds the arrival of an incoming missile, a true sense of panic overtakes you.



Flight sims are not everybody's cup of tea, but *F-16* is the best there is.

Adam

FIRST DAY TARGET SCORE

Complete the scramble mission

F-16 COMBAT PILOT VERDICT

GRAPHICS............ 68%
Very fast, but unsophisticated wire frame graphics.

SONICS................ 50%
Little to listen too but engine noise and the occasional warning signal.

GRAB FACTOR....... 82%
Plenty of manual-reading is necessary before you can play properly.

STAYING POWER... 96%
There's always going to be one more mission to fly.

RATING 92%

F-16 Combat Pilot is fast and fun. It must be one of the slickest flight simulators around!



● Take a look at the damage checklist. Luckily, you seem to have got through relatively unscathed.



● All done! Another succesful mission. All missiles hit the target, giving a 100% kill rating. Three cheers all round!



● Oh dear, you pushed this guy a little too hard, and a shoot-out ensues. Perhaps you should be a little more polite the next time you ask someone a question. The weapon highlighted at the top is a particularly weedy laser. Looks bad.



● The guard won't let you past, and you are feeling very tired, but is this a good place to stop for forty winks?

BAT

UBISOFT ■ £24.99 disk only

Imagine, if you will, a future where man has conquered space. Where distance and time no longer have meaning. Where the human race has technology which allows any object to travel to any point in space – instantly. Passing through the centre of a man-made black hole, the traveller could find himself at the other end of the galaxy in a matter of microseconds. The universe has become a very small and very busy place.

Man has made contact with several intelligent (and not so intelligent) species. Galactic politics are a very complex and very dangerous field to work in. Enter then *BAT*, an ultra-secret espionage organisation. *BAT* is a subdivision of a VERY large corporation. A corporation involved in some extremely machiavellian pursuits. Parallels can be drawn between the world of *BAT* and George Orwell's *1984* – you will always be watched, and you will usually be expected. You are an agent for *BAT*, and your mission is one of vital importance. The universe is depending on you.

Two very dangerous criminals are on the loose. Having both escaped from the same prison, they make a very formidable team. They must be apprehended, or at very least stopped, before they can do any damage. Both have a history of violent crime, but one, known as Vrangor, is a psychopath, and unfortunately for the peace-loving people of the galaxy, a genius. Who knows what his next move will be?

You have been ordered to go to the planet Selenia, to a city called Terrapolis, the last known location of the infamous Vrangor. Terrapolis is a truly dreadful place, a nightmare world rank with corruption and thick with crime. The streets are a breeding ground for some of the most dangerous killers in the universe, and strangers are anything but welcome. And so it is through this melee of vice and evil that you must stalk your quarry, and these people are the only ones who can help you.

Some of the strange creatures you will encounter are more helpful than others. Some of them are just plain dangerous, but all of them must be approached, bargained with, cajoled… or just plain killed. In a city where even the police are your enemy, *no-one* can be trusted, and some should not be believed. And so you pull the collar of your raincoat high, and with only a laser and a credit card in your pocket, you hit the streets of Terrapolis.

BAT is a game of enormous size and scope, and you will realise this as soon as you see the manual – a well presented and highly informative tome of almost gargantuan proportions, it does contain everything you need to get started in the game. The manual also has a lengthy and highly instructive plot scenario – almost a novella. Although most of us would rather forgo the manual, useful clues can be gained about the city and the population, and it really should be studied in depth before you make your first foray onto the planet.

The game itself is an icon-driven adventure. Before you yawn and turn the page, it should be explained that *BAT* is one of the most beautifully presented and innovative games ever to appear on the CPC. As an adventure the game cannot be faulted. There is no parser as such – all your actions are implemented via a floating cursor. But the cursor itself has a few tricks up its sleeve. Placing it over certain graphics changes its function, meaning you can explore

SECOND OPINION

"The very mention of the word 'Adventure' is enough to put many people off... but wait! The superb graphical interface could change these perceptions for good!"

Adam Waring



● A reasonably freindly guard says hello, and offers some sound advice on life in the city, but ignore him...he's wrong.



● The hotel offers you the chance to catch up on some much needed sleep, your energy levels are low, but remember, it is expensive.



● You take a quiet stroll through the park, hunting for someone who can give you a clue, there is still no sign of Vrangor.



● The spaceport in the background is your starting point, and from here you can access quite a lot of information. The nearby bar is aa good place to quiz aliens on the whereabouts of Vrangor. They don't talk for free though, and violence or bribery might help.

the locations or chat with the locals with the greatest of ease.

The control method is a dream in operation. It ensures rapid progress, and can be picked up in a matter of minutes. Before you actually start the game proper, you can change the way your character behaves by selecting a range of attributes such as charisma, intelligence, agility, etc. This also affects the way other characters treat you. Choosing low intelligence in favour of more physical characteristics may help you win in a fight, but not in a bargaining situation.

The depth and wealth of options available is breathtaking, but never serves to make the game more complex than it needs to be. The challenge set before you is an immense one and is chock full of surprises. The people of Terrapolis can at times be both helpful and dangerous, but all of them can be dealt with in various ways.

The graphics are unbelievable, truly excellent, and all suit the game to a tee. This level of presentation is present in all aspects of the game, and the whole thing looks like just about the most proffesional product ever on the CPC.

Gameplay is a dream, so what are you waiting for? Go buy it!

Frank





● Hanging round bars can be a very profitable experience, both in terms of information and entertainment.



● At the airlock, the mystery of the desert is just outside, but you need a pass to get past the guard. You could try bribery.



● You reach the exchange centre, where you can exchange your credits for some of the local currency, and boy, will you need it.

Cosmic Bananas

Space travel in the future is a pretty bizarre deal, dudes. No *Star Trek* warp factor for these cosmic hombres. Oh no, they do it in style... you see it goes like this: they get, like, a big sort of super space magnet, and, like, suck asteroids together until the gravitational field they create makes, like, a black hole. The theory is, and it sounds a teensy bit dangerous, that anything passing through a black hole will come out the other side in an entirely different and strange bit of the universe, like maybe Shepton Mallet or somewhere. But here's the really wierd bit; the spaceship, or maybe we should call it a holeship, comes out the other side through a white hole. But it gets wierder, because time doesn't really mean anything inside one of these black hole things, and so you could come out, like, before you were born man. And like you wouldn't have to pay the poll tax, man! It sounds totally savoury, dudes, and like, everyone should try it, and like, it's totally legal man. Excellent, yeah.

FIRST DAY TARGET SCORE

Get out of the airlock

BAT VERDICT

GRAPHICS............ 95%
Awesome! Some of the most totally savoury graphics ever!

SONICS................ 00%
Not a peep, but in space no-one can hear you scream!

GRAB FACTOR....... 90%
Once you plough through the manual it is totally addictive.

STAYING POWER... 91%
Very hard, very challenging and very, very big.

RATING 91%

One of the best games – of any kind – for a long time!

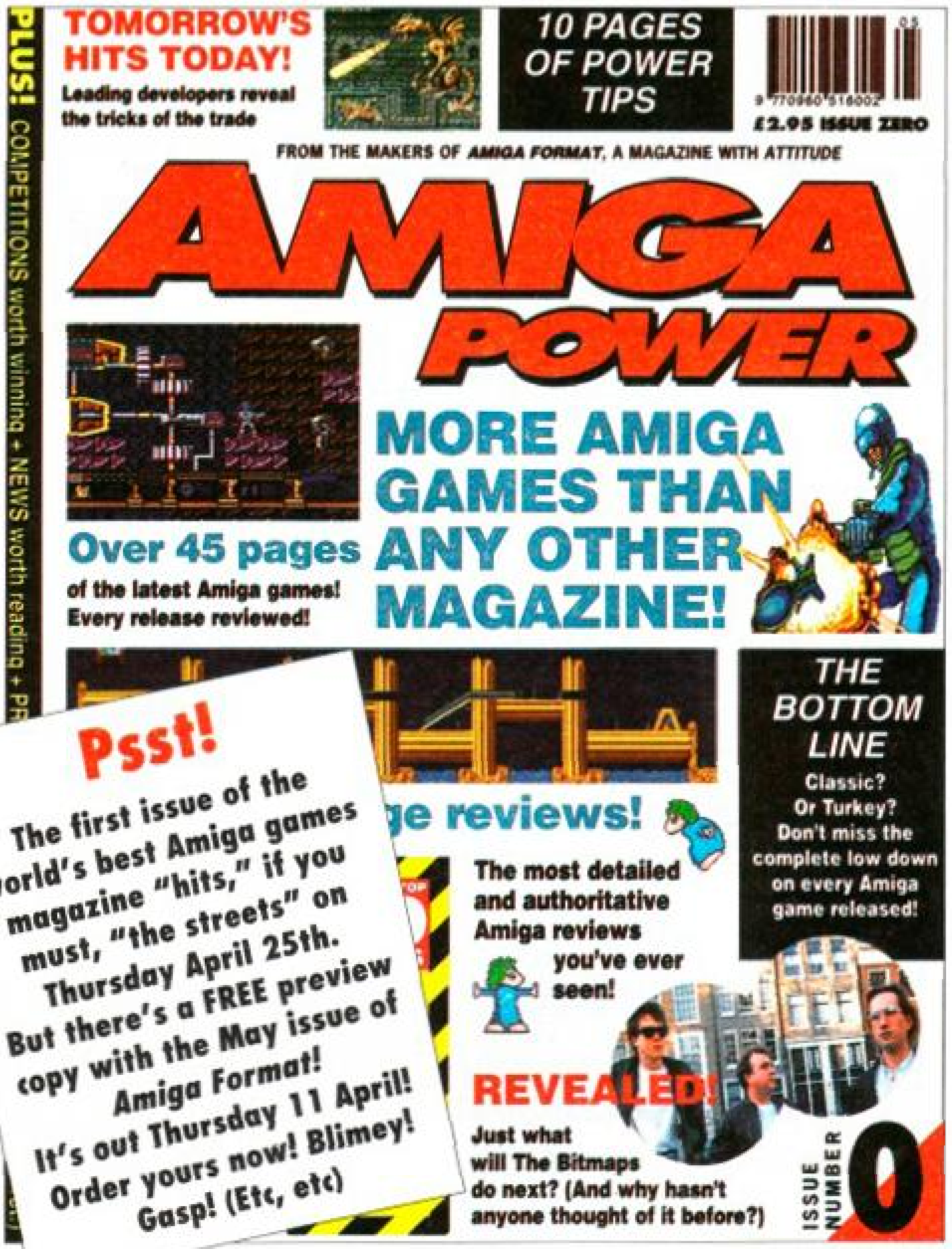
REASONS TO BE C

Simply irresistible! Not one but two

Amiga Power – 100% dedicated to Amiga games

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- **You have the right** to reviews of *every* Amiga game released each month. And that's not the eight to 12 you get in most mags: it's 30 to 40 new games *every* issue!
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Psst!

The first issue of the world's best Amiga games magazine "hits," if you must, "the streets" on Thursday April 25th. But there's a FREE preview copy with the May issue of *Amiga Format!* It's out Thursday 11 April! Order yours now! Blimey! Gasp! (Etc, etc)

Sounds good? Then know this too!

- *Amiga Power* is larger than a normal magazine, so there's more room for screenshots.
- It will carry extensive guides to older games.
- It will have more pages of tips than any other 16 bit magazine.
- And better news and previews.
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AMIGA POWER

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AMIGA SHOPPER

You want our advice? Buy it!



● Is this a gook I see before me? Having just destroyed a local Buddhist temple, you return to the pilot's station in order to make a hasty retreat. With only jungle and water for miles around, you'd better make sure you don't get lost...

GUNBOAT

ACCOLADE ■ £16.99 disk only

The silence is oppressive. The river flows sluggishly through the jungle, a dark, menacing serpent. Green algae coats the surface, catching the light and sending strange, ethereal reflections onto the hull of your PBR. The boat is a wide, hulking beast, gliding low and silent in the water. Every muscle tensed, you watch the river bank for signs of movement. Occasionally, when the sun sends a shock of sunlight through the canopy of leaves, you think you see someone moving through the dense vegetation. You wonder if it's your imagination... and then the shooting starts.

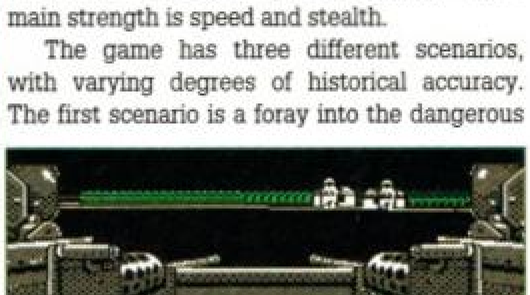
Gunboat is a simulation of river combat, based on the naval gunboat, PBR (Patrol Boat, River). Those of you who have seen the movie *Apocalypse Now* will have some idea of what a PBR does, but if you haven't, a PBR is a boat designed for river combat, a sort of marine tank, only without heavy armour. PBRs are fast, and pack some very dangerous artillery – their main strength is speed and stealth.

The game has three different scenarios, with varying degrees of historical accuracy. The first scenario is a foray into the dangerous territory of Vietnam. The second is a very topical jaunt down to Colombia to deal with the local drug lords. The third, only for the most experienced PBR captains, is a trip to the politically sensitive Panama Canal Zone...

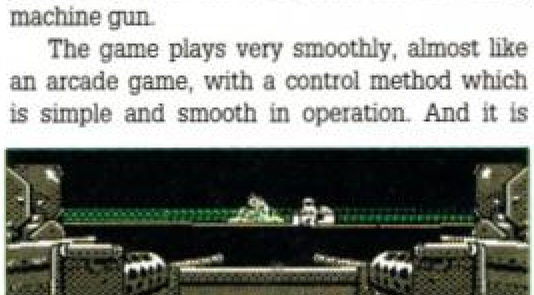
The game looks like a typical computer simulation, complete with filled polygon graphics and true 3D perspective. The waterways are quite claustrophobic, and some tight turns are required. At any stage you can switch to a map of the river you're on, giving you some idea of which route to take. But be warned – the river systems are often tortuous mazes.

You have the option to control four separate characters, namely the pilot, the bow gunner, the midship gunner and the stern gunner. The pilot's job is fairly self-explanatory, he drives the boat and tries to keep it out of danger. The bow gunner has a choice of two fairly devastating guns, while the midship gunner fires a grenade launcher or a machine gun. The stern gunner guards the tail with another hefty machine gun.

The game plays very smoothly, almost like an arcade game, with a control method which is simple and smooth in operation. And it is very easy to switch between the crew members, who are all kept busy – most of the danger comes from assorted gun emplacements on the bank.



● Trying desperately to accomodate for the rocking motion of the boat, you prepare to take aim at a nearby gun-post...



● Success! A nice shot reduces the offending emplacement to a heap of smoking rubble, but one post still remains... death or glory!

SECOND OPINION

"Gunboat has a real atmosphere to it. More serious than usual shoot-em-up fare, yet not over-complicated. A good simulation that'll keep you on the edge of your seat."
Adam Waring

Graphics are very nice indeed. The use of just a single colour makes things a little bland, but it all moves nicely and the game is very atmospheric. Sound is a bit weak, though, with just the odd bleep and bloop.

Sim fans will love *Gunboat*, and the fact that it is so easy to get into should give it wide appeal. The three entirely separate scenarios (admittedly, they all play in much the same way) should give *Gunboat* lasting appeal. On the whole, a very good, and very neat title.



Frank



FIRST DAY TARGET SCORE

Navigate 'Nam successfully

GUNBOAT VERDICT

GRAPHICS............ 80%
Smooth and fast with a great deal of atmosphere.

SONICS............... 64%
Not much to speak of, but a nice boat noise throughout.

GRAB FACTOR....... 78%
Despite the daunting manual, simpler than it first seems...

STAYING POWER... 84%
...but enough depth to keep you coming back for more.

RATING 81%

Refreshing and original, it makes a change from arcade conversion.

Cheat Mode

That rotten cheatin' games beatin' Uncle Phil is back again...

Are you stuck on your favourite game? Could you use some help? This is the place! Every month, AA's champion of cheating, Phil Howard, assembles all the best hints, tips, pokes, maps and solutions sent in by our readers.

Passwords, keypress cheats and maps speak for themselves, but for determined cheaters is also the arcane art of poking...

- **Pokes – these are short programs which alter the game as it's loaded. They are developed by hacking specialists to alter such things as the number of lives you have, amount of energy etc.**
- **Multiface pokes – these work with Romantic Robot's little black box (Multiface). This gadget lets you do clever things which include 'poking' around in a program to change the number of lives etc. It's similar to ordinary pokes, but much, much easier.**

Dolphin

If you haven't heard the name Andy Price by now you must be a Spectrum user, or read the Sun (is there any difference?). What he's done this month is to wop together a system which sneaks cheats past the new Ocean disk protections, and he's called it *Dolphin*...! Why? 'cos it messes about in the Ocean...! Groan! I thought I was the only one allowed to do bad jokes around here.

VOUCHER £25

Type in the main proggy, save it to tape/disk. Type in the individual cheats you need and save them too. MERGE the two together, put your game disk in the drive and type RUN.

```
{IoAw} 1·'·Speedlock·Disc·Decryption·System
{AkAx} 2·'······***·DOLPHIN·System·***
{FsAj} 3·'
{HiAr} 4·'·by·ANDY·PRICE
{KsAx} 5·'·Very·new·Speedlock·loaders·only
{EqAt} 6·'·Try·again·Ocean!!!!
{FwAi} 7·'
{NxBk} 10·DATA·21,0E,80,11,09,A2,01,00,16C
{CjBj} 20·DATA·02,ED,B0,C3,80,BE,1E,06,3C4
{MlBi} 30·DATA·18,08,F3,1E,65,01,7E,FA,30F
{EuBl} 40·DATA·ED,59,06,F5,ED,78,1F,38,3FD
{IqAu} 50·DATA·FB,ED,78,1F,30,FB,1D,20,3E7
{LpBi} 60·DATA·F1,F3,C9,0E,C8,21,A0,A3,4E7
{AtBi} 70·DATA·16,00,C3,8E,A2,4F,DD,21,356
{PvAx} 80·DATA·A0,A3,DD,7E,00,B9,28,0A,389
{GlAx} 90·DATA·DD,23,DD,23,DD,23,DD,23,400
{OrBk} 100·DATA·18,F0,DD,56,01,DD,5E,02,379
{NxAw} 110·DATA·DD,46,03,3E,19,93,B8,38,300
{AtBm} 120·DATA·07,7B,80,3D,4F,C3,74,A2,367
{FlBk} 130·DATA·0E,18,C5,F5,E5,D5,CD,74,4DB
{KwBj} 140·DATA·A2,D1,E1,F1,C1,5F,78,93,570
{FiBj} 150·DATA·47,7C,83,67,1E,01,14,18,1F8
{DsBm} 160·DATA·DA,3E,4C,32,7E,A3,3E,06,2FB
{GsBj} 170·DATA·32,83,A3,79,1D,93,32,1C,2CF
{OrBi} 180·DATA·A3,7B,32,07,A3,1E,C1,4B,324
{NnAx} 190·DATA·C3,8F,A2,59,7A,32,77,A3,413
{LrBl} 200·DATA·32,80,A3,22,BD,A2,7B,32,383
{GuAx} 210·DATA·82,A3,79,32,84,A3,11,7A,382
{AxBi} 220·DATA·A3,CD,D7,A2,3A,97,A3,B7,514
{LuBi} 230·DATA·20,F4,11,74,A3,CD,C1,A2,46C
{EmBj} 240·DATA·11,7A,A3,CD,D7,A2,11,7D,402
{CpBk} 250·DATA·A3,21,91,AC,18,1E,CD,D2,3D6
{PlBi} 260·DATA·A2,11,78,A3,CD,D7,A2,21,435
{LnBi} 270·DATA·97,A3,CB,6E,28,F3,C9,01,458
{AiBj} 280·DATA·5F,A3,18,0B,01,47,A3,21,231
{KvBi} 290·DATA·97,A3,18,03,01,10,A3,ED,2F6
{BxBj} 300·DATA·43,09,A3,1A,47,C5,13,1A,242
{HkBi} 310·DATA·01,7E,FB,F5,ED,78,87,30,48B
{IwAx} 320·DATA·FB,FA,EF,A2,F1,0C,ED,79,5E9
{NrBi} 330·DATA·06,08,10,FE,C1,10,E6,01,2D4
{AtBi} 340·DATA·7E,FB,11,00,00,C3,47,AC,340
{EmAx} 350·DATA·0C,ED,78,0D,1B,ED,78,F2,3F0
{IkBk} 360·DATA·10,A3,7A,B3,C2,0B,A3,11,361
{PpAv} 370·DATA·00,00,0C,ED,78,77,0D,23,218
{JoAx} 380·DATA·1B,7A,B3,CA,3A,A3,ED,78,454
{GvBk} 390·DATA·F2,29,A3,E6,20,C2,1D,A3,446
{JpBi} 400·DATA·C3,44,A3,0C,ED,78,0D,ED,415
{IsAw} 410·DATA·78,F2,3A,A3,E6,20,C2,36,445
{PuBi} 420·DATA·A3,21,97,A3,ED,78,FE,C0,521
{BoAx} 430·DATA·38,FA,0C,ED,78,77,0D,23,34A
{DjBl} 440·DATA·3E,05,3D,20,FD,ED,78,E6,3E8
{OsBj} 450·DATA·10,20,E9,C9,ED,78,F2,5F,498
{DuBk} 460·DATA·A3,C9,D9,01,7E,FA,ED,49,4F4
{LtBk} 470·DATA·01,8D,7F,ED,49,AF,08,D9,3D3
{NqBj} 480·DATA·E9,03,0F,00,00,01,08,02,106
{CpAw} 490·DATA·4A,00,09,4C,00,00,00,C8,167
{DsAw} 500·DATA·02,C8,2A,FF,00,07,0C,0F,215
{MjBj} 510·DATA·00,03,04,06,01,02,0E,00,01E
{LoAw} 520·DATA·00,16,15,99,48,00,00,00,10C
{LjAw} 530·DATA·00,C7,02,00,00,00,00,00,0C9
{CpAv} 540·DATA·00,00,00,00,00,00,00,00,000
{MpBu} 550·n=·8:a=&8000:l=·10:WHILE·l<·550:
   GOSUB·560:WEND:GOTO·600
{BwBs} 560·cs=0:FOR·x=1·TO·n:READ·v$:v=VAL
   ("&"+v$):POKE·a,v
{EiBm} 570·cs=cs+v:a=a+1:NEXT:READ·c$:c=VAL
   ("&"+c$)
{KkBr} 580·IF·c<>cs·THEN·PRINT"Data·error·in·
   line·",l:END
{LrAp} 590·l=l+10:RETURN
{KmBi} 600·MODE·1:INK·0,13:INK·1,0:BORDER·15
{BwBk} 610·PRINT"Insert·game·disc,·then";
{ElBl} 620·PRINT"·press·any·key..":CALL·&BB18
{HkAj} 630·'
{KkAq} 640·'·Cheats·goes·here
```

Flimbo's Quest

Young Flimbo gets his quest *Dolphin*-ed by Andolph Price and his amazing dancing disk (try saying that after a gallon of lager). If it's infinite lives you're after for the disk version then look no further.

```
{LnAq} 650·'·Flimbo's·Quest
{BuAr} 660·'·by·ANDY·PRICE
{HkAw} 670·'·merge·with·Dolphin·System
{BnAj} 680·'
{BkAv} 690·DATA·CD,0D,A2,CD,26,A2,3E
{KvAv} 700·DATA·01,21,E0,28,CD,30,A2
{FvAv} 710·DATA·CD,09,A2,CD,20,50,21
{HoAs} 720·DATA·00,52,3E,02,CD,30,A2
{PwAw} 730·DATA·AF,32,0F,77,21,D0,73
{GuAp} 740·DATA·C3,65,A3
{ElAq} 750·FOR·a=&BE80·TO·&BEA5
{GqAs} 760·READ·x$:x=VAL("&"+x$)
{CoAv} 770·POKE·a,x:NEXT:CALL·&8000
{EmAo} 780·CALL·&8000
```

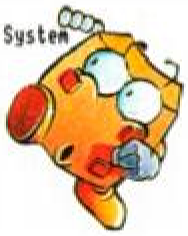


Multiface poke for: *Flimbo's Quest* disk:
Address 770F **Poke** 00



Puzznic

Next to slither off the Price Keyboard is a better way to beat the frustrations of the *Puzznic* disk. Merge this with the demon *Dolphin* to get lots of retries and time.



```
{FiAq} 650·'·Puzznic·disk
{BuAr} 660·'·by·ANDY·PRICE
{PkAw} 670·'·Merge·with·Dolphin·System
{BnAj} 680·'
{LkAr} 690·DATA·cd,0d,a2,cd,26
{KtAs} 700·DATA·a2,3e,01,21,00
{NsAr} 710·DATA·c0,cd,30,a2,cd
{NjAq} 720·DATA·09,a2,3e,02,21
{GmAr} 730·DATA·40,00,cd,30,a2
{AwAs} 740·DATA·af,32,9c,59,32
{PlAr} 750·DATA·9d,59,3e,ff,32
{NqAs} 760·DATA·c0,3b,21,40,00
{BmAp} 770·DATA·c3,65,a3
{NlAq} 780·FOR·x=&BE80·TO·&BEAA
{HrAu} 790·READ·a$:a=VAL("&"+a$)
{GnAt} 800·POKE·x,a:y=y+a:NEXT
{AvAu} 810·IF·y()&111C·THEN·830
{OjAq} 820·MODE·0:CALL·&8000
{OjAs} 830·PRINT"Error·in·cheat"
{NkAu} 840·PRINT"y=",y:CLEAR:END
```



Multiface stuff for: *Puzznic* disk:

Address	Poke	Effect
599C	00|	Stops clock
599D	00|	
3BC0	FF	Lots of retries

Monty Python's Flying Circus

Victory no.2 in the *Dolphin* saga sees the peculiar tale of a game based on a 20 year old TV series that was almost funny... 20 years ago. It's *Monty Python's Flying Circussssss.*

Infinite lives and less enemies were what a certain defunct parrot was in need of...




```
{EkAx} 650·'·Monty·Python's·Flying·Circus
{BuAr} 660·'·by·ANDY·PRICE
{PkAw} 670·'·Merge·with·Dolphin·System
{BnAj} 680·'
{GpAt} 690·DATA·CD,0D,A2,CD,26,A2
{BoAt} 700·DATA·3E,02,21,00,80,CD
{OrAu} 710·DATA·30,A2,CD,09,A2,3E
{PnAt} 720·DATA·01,21,00,40,CD,30
{IqAs} 730·DATA·A2,3E,03,21,00,3E
{PrAs} 740·DATA·CD,30,A2,D9,01,7E
{LwAt} 750·DATA·FA,ED,49,F3,31,00
{OqAs} 760·DATA·C0,CD,00,80,21,00
{JiAu} 770·DATA·40,11,00,C0,01,00
{IvAt} 780·DATA·40,ED,B0,21,C7,BE
{PmAt} 790·DATA·11,40,00,01,32,00
{EvAt} 800·DATA·ED,B0,C3,40,00,21
{AxAt} 810·DATA·00,3E,11,00,BE,01
{CmAv} 820·DATA·80,01,ED,B0,01,8C
{DmAw} 830·DATA·7F,ED,49,AF,08,D9
{NiAu} 840·DATA·21,5D,00,22,1C,BE
{CuAt} 850·DATA·21,00,BE,E9,AF,32
{OwAs} 860·DATA·88,A3,C3,AD,7A,00
{AlAr} 870·FOR·x=&BE80·TO·&BEEA
{HsAu} 880·READ·a$:a=VAL("&"+a$)
{JoAt} 890·POKE·x,a:y=y+a:NEXT
{DwAu} 900·IF·y()&2871·THEN·920
{AiAo} 910·CALL·&8000
{ItAt} 920·PRINT"Error·in·cheat"
```

Multiface poke for: Monty Python's Flying Circus:

Address	Poke	Effect
A388	00	Infinite lives
8AA0	00	Less enemies

Operation Thunderbolt

Is there no limit to this chap's endeavour? Last, the masterblast *Operation Thunderbolt* disk is laid low by Andy 'whatever his name is' and his delightful *Dolphin*. Infinite credits on this one. Once again merge with *Dolphin*.

```
{IlAw} 650·'·Operation·Thunderbolt·disk
{BuAr} 660·'·by·ANDY·PRICE
{PkAw} 670·'·Merge·with·Dolphin·System
{BnAj} 680·'
{LkAr} 690·DATA·cd,0d,a2,cd,26
{FqAq} 700·DATA·a2,3e,02,21,00
{NsAr} 710·DATA·c0,cd,30,a2,cd
{FwAr} 720·DATA·09,a2,3e,03,21
{NjAr} 730·DATA·00,01,cd,30,a2
{GvAs} 740·DATA·af,32,62,53,21
{MsAs} 750·DATA·00,60,c3,65,a3
{KiAr} 760·FOR·x=&BE80·TO·&BEA2
{ArAu} 770·READ·a$:a=VAL("&"+a$)
{PmAs} 780·POKE·x,a:y=y+a:NEXT
{OvAu} 790·IF·y()&D2D·THEN·810
{GwAs} 800·MODE·1:CALL·&8000
{AxAu} 810·PRINT"Error·in·cheat"
{PsAr} 820·CLEAR:LIST·650-750
{GpAm} 50000·GOSUB·50160
```

Multiface poke for: *Op. Thunderbolt* disk:

Address	Poke
5362	00

NEW KIDS BLOCK

If it's worrying you that the pokes in *Cheat Mode just* look like a jumble of signs, squiggles and numbers to you, fear not, that's just what they are! Programs, written by specialists to take the control of loading function, alter, and then start the game. What you will need to do, should you want to use one, is:

1) Make sure the routine is written for your format – disk or tape – they will not generally work with both.

2) Type it in to the computer, making sure there are no errors.

● Typing in routines is always prone to errors, so there are a couple of things which are designed to help.

The first are the funny numbers within the "{ }" brackets on the left. They are NOT to be typed in but are a code produced by the TYPEWRITER program printed in the *Type-Ins* section this issue. It checks each line as it is typed in and produces a code which can be compared with that printed.

Secondly, all SPACES in the lines have been replaced by dots (which cannot be accessed from the keyboard, by the way), the idea being that it makes them easier to see. Got a DOT? Replace with a SPACE!

Quite often the routine itself will have a built in check on the DATA numbers and will advise you if one of them is typed in wrongly. User-friendly or what?

3) Save the program to tape or disk (not the game tape or disk) so that it can be used again.

4) Put in the game tape or disk and type |TAPE or |DISC.

5) Type RUN to run the routine (not RUN "" (CTRL+ENTER) as you normally would)

You should find that the game will load normally, or you will be given instructions on what needs to be done.

Teenage Mutant Hero Turtles

John Girvin's in, with a too hot to handle (ouch, that was too hot to handle!) cheat for the *Turtles* game. Turn turtle while he gives you invulnerability and protection falling from buildings in later levels. This one is for the tape version.

```
{ImAq} 1·'TURTLES·hack
{LnAp} 2·'By·John·Girvin
{DxAp} 3·'December·1990
{FtAj} 4·'
{EwAl} 10·MODE·1
{MqAt} 20·LOAD"!turtles",&9C3F
{KiAq} 30·addr=&40:RESTORE
{ElAo} 40·READ·byte$
{BsBl} 50·IF·byte$="HALFSHELL"·THEN·CALL·&40
{GiAs} 60·POKE·addr,VAL("&"+byte$)
{DkAr} 70·addr=addr+1:GOTO·40
{LtAv} 80·'***·LEAVE·ALL·LINES·IN·***
{MmAx} 90·DATA·3e,c3,21,54,00,32,9a,9c
{MnAw} 100·DATA·22,9b,9c,c3,3f,9c,a4,48
{EjAw} 110·DATA·4c,46,0c,90,f3,31,00,01
{GpBj} 120·DATA·af,32,b8,ef,32,75,62,3e
{NrAv} 130·DATA·c9,32,5d,5d,3e,75,32,c6
{PmAv} 140·DATA·0c,21,18,0c,22,c8,0c,c3
{KxAt} 150·DATA·9d,9c,HALFSHELL,4A
```

Multiface pokes for Turtle tape:

Address	Poke	Effect
5D5D	C9|	Put all pokes
EFB8	00|	in to get
6275	00|	Inf. lives
0CC6	75|	and protection
0CC8	18|	from falling
0CC9	0C|	off buildings



Multiface Magniloquence

My lords, ladies and gentelmen, the main bout of the evening, a fly-light Multiface contest of 15 games, 5 pokes each game.

Featuring, in the blue corner weighing 754 pokes and 17 keypresses, Barnets Champion Crusher – Gentleman Carl Surry... hooray!

And in the yellow corner, weighing 783 pokes, 14 keypresses, and a ticket to Surprise Surprise (groan), the Broomhall Bruiser, Mister Multiface – Paul Stuart Williams... yeyhh! Seconds out, Round 1 (ding)...

Name	Address	Poke	Effect
Space Harrier 2 (t)	0793	00	Inf. lives
Zub (t)	4319	00	No harm from droids
Moving Target (t)	64CF	00	Inf. bullets
Titan (t)	1225	FF	255 lives
Dominator (t)	0736	00	Inf. lives
Paperboy (t)	05AC	00	Inf. lives
Skatin' USA (t)	4976	00	Inf. energy
	4BD3	00	Inf. shots
	177F	99	99 energy points
	1784	99	99 shots
Chronos (t)	738B	FF	Inf. lives
	81EB	00	Bonus on screen
	8C5B	00	No background
Op. Wolf (lt gun) (t)	2C75	C9	Inf. energy
	2CFD	00	Inf. magazines
	2584	A7	Inf. grenades
	256F	00	Inf. bullets
	25D6	00	Inf. credits
Op. Wolf (lt gun) (d)	2CBD	C9	Inf. energy
	2D63	00	Inf. magazines
	25EA	A7	Inf. grenades
	25D5	00	Inf. bullets
	263C	00	Inf. credits
Metrocross (d)	6433	09)	Timer
	6434	09)	starts at
	6435	09)	9.99
Predator (d)	97F1	FE	254 lives
	C7C6	39)	Timer
	C7C7	39)	99 mins
	C7C9	39)	Timer
	C7CA	39)	99 secs.
	97F3	FE	Lots of ammo
	FFF3	FF	Lots of grenades
ATF (d)	BE4C	FE	Lots of fuel
	BE61	FF	Lots of cannon
	BE62	FF	Asraam missiles
	BE63	FF	Maverick missiles
Bedlam (Go Crazy) (d)	F1BE	09	9 lives
Bad Cat (Go Crazy) (d)	221D	0A)	lots of time
	221E	09)	in venue 1
	21FF	FF	Time in interlude
	21FD	0A)	Lots of time
	21FE	09)	in venue 2
	2223	0A)	Lots of time
	2224	09)	in venue 3
	221A	0A)	Lots of time
	221B	09)	in venue 4
Shackled (Go crazy) (d)	D732	09)	Pulse 99999
	D733	99)	Player 1
	D734	99)	
	D771	09)	Pulse 99999
	D772	99)	Player 2
	D773	99)	

Magic Land Dizzy

The Total, Complete and Utter solution to Dizzy's fourth and latest adventure, *Magic Land Dizzy* comes in stunning form (and an exhausted fax machine) from Dean 'Dizzy fan' Hides of GRIMSBY. Anyone who puts this much effort in really deserves a prize. Thanks to everyone else who sent in solutions, it's a shame we can't use them all!

VOUCHER £25

Go left and collect the BACKDOOR KEY
Go left and talk to DYLAN THE BUSH
Go left and Jump over the WELL
Walk onto the SHARK, keep going on the FIN till you get to the other side
Collect the empty MILK BOTTLE
Drop the BACKDOOR KEY and the empty MILK BOTTLE
Go left and collect the HANDLE
Exit top right via the stairs and walk left
Keep going left and jump over the GOLD CROSS, exit left
Walk to the stairs, jump left twice and then jump right
Walk right all the way, jump left and collect the POWER PILL
Make your way back to the GOLD CROSS, but don't pick it up
Exit right, walk right, jump over the bottom right exit
Walk to the PILLOW on the bed and jump right.
Wait for the BAT to start flying to the right
Jump right,and walk right falling through the cloud
Walk to the right of the WELL roof, jump right and then left
Collect the CLOTH DUSTER (be quick – you fall through the clouds)
You will land on the WELL roof, walk right to get off it
Jump left over the WELL entrance
Drop the HANDLE where you land and collect the empty BUCKET
Drop the CLOTH DUSTER
Go right and keep going till you get to WEIRDHENGE
Go to the right hand column, make sure you have the POWER PILL
Place DIZZY on the left hand side and jump right, you should have killed a GHOST
You should also have landed on a BOULDER so walk right, then left, at the right hand side of the BOULDER jump right
Jump right again and you will kill the other GHOST
Collect DORA THE FROG and jump right
You will land on an island, have a chat with GLENDA
Walk as far right as possible and drop the POWER PILL
Jump right, right and right again (avoid the BIRDS)
Put DIZZY on the second step and drop the BUCKET
You automatically pick up the BUCKET of HOT GEYSER WATER
Exit left and pick up the DRINK ME POTION
Go right and right again
Drop the BUCKET and the DRINK ME POTION
Go right and right again
Go up the stairs then right into the tower with a view
Jump right at the pillow
Jump right three times and walk to the right of the well roof
Watch out for COCONUTS the cheeky MONKEYS throw.
Jump right twice and collect the BIG STICK
Walk to the DIAMOND on this screen and jump left
Walk to the edge of the platform and jump right
Go up the platform to the edge and jump right
Collect the BLACK CAT, walk to the far right and jump right
You should have landed on WEIRDHENGE, collect the DIAMOND
Collect the DAGGER
Walk to the far left and jump left
Mind the torch on the screen to the left of WEIRDHENGE
Go left until you see DYLAN again
Drop the DAGGER, collect the LEAF, drop the DAGGER again
Collect the LEAF and exit right
Go right until you see GLENDA on the island
Drop the BLACK CAT on GLENDA and she will help you with DYLAN
Drop the LEAF and she will put it in the CAULDRON
Go left and keep going to where you dropped the DAGGER
Pick up the DAGGER then exit left, collect the CLOTH DUSTER
Exit left, go on the SHARK FIN till you get to the other side
Go left until you get to sleeping DOZY and drop the CLOTH DUSTER
Exit left and drop the DAGGER on the GOAT
Drop the BIG STICK to hit the GOAT (!)
Drop the BIG STICK again
Go all the way back to the moving bridge
Collect the BUCKET and DRINK ME POTION
Go right and right again, then up the stairs
Make your way to the GOLD CROSS and pick it up
Go left and position DIZZY on the first or second step which lead to the top right exit
Jump and walk left to the edge of the WINDOW LEDGE
Take a big jump to the left
Keep walking until you meet DENZIL the ICE BLOCK
Find out what happened then drop the BUCKET
Exit left, keep going until you meet VAMPIRA
If you have the GOLD CROSS, no problems
Exit bottom right and walk left off the stairs
Walk right into the BURNING TORCH and collect it
Once collected, the secret door will have opened
Walk left then right to the opening
Jump into the exit and find poor DAISY
Chat with her and then drop the DRINK ME POTION – It will reduce her to normal size
Make sure you still have the GOLD CROSS
Go to where you cured DENZIL and collect his PERSONAL STEREO
Drop the GOLD CROSS
Go right and keep going to the screen before the SHARK
Go up the stairs and into the room with the BED
Go to the PILLOW jump right, then left to the top of the BED
Walk to the far left and then jump left
Walk left until it is possible to go up the stairs
Go up the stairs and exit top right
Collect the LIGHTNING ROD and exit bottom right
Keep walking left to the WINDOW LEDGE
Jump in the TREES as you did before
Walk left and jump left when you enter the screen below
Walk left to the first platform up and jump right
Walk to the edge of this platform and jump right
You should be next to the BARD
He will ignore you
Drop the PERSONAL STEREO and collect the MAGIC PIPES
Go right to the WELL
Drop the TORCH
Go down the WELL and place DIZZY on the DIAMOND
Collect the DIAMOND and drop the MAGIC PIPES
The PIPES will make the RAT fall asleep
Wait for the RAT to fall down the WELL then jump left
Go through the FORGOTTEN CAVE, jump left over the water
Exit left collect the ANCIENT LAMP but mind the dripping slime
Keep jumping until you reach the CASTLE again
Make your way to sleeping DOZY
Drop the ANCIENT LAMP on him
Collect the CLOTH DUSTER
Make sure you have the LIGHTNING ROD
Drop the CLOTH DUSTER twice on the LAMP and DOZY is cured
Collect the POISONED APPLE
Drop the LIGHTNING ROD, exit right and drop the CLOTH DUSTER
Make your way back to the WELL
Collect the BURNING TORCH
Go to GLENDA on the island
Collect the DIAMOND
Give GLENDA the POISONED APPLE to put in the CAULDRON
Give GLENDA the TORCH to light the fire
She will cast a spell and create the WEEDKILLER POTION
Just GRAND DIZZY left
Go to the WELL and fall down it
When you enter the cave collect the RED STICKY SOMETHING
Make your way back to EXCALIBUR
Drop the STICKY SOMETHING on it
You will not be able to let go of EXCALIBUR
Go back to the ICE PALACE entrance
Exit left, go down the steps and jump left
Jump right walk right and jump left
Jump to the hole in the wall and go to the far left of it
Take a big jump to the left
Collect the DIAMOND and walk left
Walk right and enter the MIRROR in the wall
The controls are now reversed
Walk into the QUEEN OF HEARTS and exit left
Make your way across to GRAND DIZZY

When you fall on him all the characters
are cured
Go to the VOLCANO base where you filled
the BUCKET
Go to the last step and jump right
Step on the large rock and walk right
You will see clouds coming from the hot LAVA
When a cloud comes from the middle do
the following:
Jump right onto the cloud, walk right for a split second then jump right again.
Exit right, exit bottom right go down the tunnel
Watch out for the fire which moves across
the screen
Walk to HADES, before you get to his fir
barrier he will talk and give you the
WIZARDKILLER TRIDENT
Collect the TRIDENT and take it back to ZAKS in the ICE PALACE
Make sure your energy bar is full when you enter ZAKS room
Drop the TRIDENT
Collect ZAK'S RING and make your way back to HADES collecting all the DIAMONDS left.
There are 30 DIAMONDS in all – 27 in view and three hidden: one behind the railing (screen where DYLAN was), one behind the railing (screen where EXCALIBUR was), and one behind the railing (screen to the left of HADES)
Go to where you collected the WIZARD KILLER POTION and exit left
Walk left to the edge of the rock and jump left
Drop ZAK'S RING and make your way back
to HADES
He will cast a spell for you if you have all
30 DIAMONDS to take you home.
Phew!

Hammerfist

Olly Staley of Horley and Carl Surry of Barnet have discovered a keypress cheat and dexterity excercise for *Hammerfist*.

Pause the game with "ESC" then press down the keys "Y", "U", "I", "O" with one hand and "C", "V", "B" and "N" with the other. Then, when you unpause the game with "ESC", you will be able to skip through the levels by pressing "L". Got it?

THE MULTIFACE WAY

The (t)s and (d)s before the address indicate whether the poke was written for a tape or disk game (they might work on both, it's worth a try). Just in case you don't already how to put in these BLACK BOX POKES, here are the steps to success.

a) Load the game as normal.
b) Press the RED button on the MULTIFACE.
c) Press "T" for tool.
d) Press "*" to make sure you select the code.
e) Press "H" for HEXADECIMAL input.
f) Press "SPACE" for input.
g) Type in the ADDRESS (4 characters ie. 3A7C).
h) Type in the POKE (2 characters ie. A7).
i) Press "RETURN".
j) If more than one poke (the | tells you) goto (f).
k) Press "ESC" back to the menu.
l) Press "R" return to the game.

Trantor

From stormtrooper John Brown of Wittering come the passwords for colourful running and blasting game *Trantor*. You can see them with your Multiface window by pointing it to address EE00 – they are KEMPSTON, JOYSTICK, SPECTRUM, SOFTWARE, KEYBOARD, COMPUTER, CASSETTE, SINCLAIR, GRAPHICS, HARDWARE, TERMINAL. What's all this Sinclair Spectrum nonsense?

Yogi's Great Escape

The excellent Carl Surry of Barnet greatly deserves his prize this month. He has found lots of multiface pokes (later) and this keypress cheat for *Yogi's Great Escape* - Redefine the keys to I C E and you get infinite lives.

VOUCHER £25

Back to the future II

Tony Davies of Brighton has sent in a keypress for *Back to the Future II*. Type HEADBUTT slowly on the title screen and you will activate the infinite energy cheat, also by pressing "ESC" you will be able to move to the next level. In levels two and four, at the question TRY AGAIN Y OR N, pressing Y will give you another chance and extra lives each time.



AA Chrimbo Covertape

Puzznic Demo

John Brown of Wittering has been involved in all things CPC for a long time, as those of you who read the now deceased *Bonzo news* will be well aware. It's nice to hear from John who has done a couple of cheats for the *AA64* covertape games. The *Puzznic* demo is the first.

```
{MsBu} 1·'******************************
   ****
{NwBi} 2·'****···Puzznic··**·AA·Freebie·
   ****
{M1B1} 3·'****·JOHN·BROWN·**·Dec·1990···
   ****
{IvBu} 4·'******************************
   ****
{FuAj} 5·'
{NmAt} 10·'Adams·Puzznic·loader
{AtAx} 20·OPENOUT·"x":MEMORY·&4FF:x=&8000
{N1Au} 30·READ·y:IF·y=-99·THEN·50
{KmAu} 40·POKE·x,y:x=x+1:GOTO·30
{E1B1} 50·MODE·1:INK·0,0:INK·1,26:PRINT
   "Loading
{BnAt} 55·LOAD"!PUZZNIC.BIN",&500
{KvAv} 56·POKE·&4405,0:'·Inf.·retries
{KjAv} 57·POKE·&5E30,0:'·Inf.·time
{C1Ao} 60·CALL·&8000
{OjAv} 70·DATA·&f3,&01,&00,&70,&11,&40
{OvAu} 80·DATA·&00,&21,&00,&05,&ed,&b0
{FsAs} 90·DATA·&c3,&40,&00,-99
```

Multiface poke for: *AA Puzznic demo:*

Address	Poke	Effect
3F45	00	Inf. retries
5970	00	Inf. time

Lost Caves

The second of John Brown's cheats for the Christmas covertape is for *Lotsa Caves* the most over-publicised game in CPC history (the attention is WARING a bit thin now!) Delete the line with the cheat you don't want.

```
{MsBu} 1·'******************************
   ****
{CnBk} 2·'****·Lost·Caves·**·AA·Freebie·
   ****
{M1B1} 3·'****·JOHN·BROWN·**·Dec·1990···
   ****
{IvBu} 4·'******************************
   ****
{FuAj} 5·'
{KjAu} 10·INK·0,0:INK·1,26:MODE·1
{DsBj} 12·LOCATE·9,10:PRINT"Loading..."
{N1Ar} 20·OPENOUT·"a":MEMORY·&6FF
{IuAr} 30·LOAD·"!caves.bin"
{AtAw} 40·POKE·&1128,0:'·Inf.·lives
{GqAx} 50·POKE·&10E3,3:'·Number·of·lives
{KkAm} 60·CALL·&1000
```

Multiface poke for: *AA Lost Caves:*

Address	Poke	Effect
1128	00	Inf. lives
10E3	No	No of lives

Cheat Mode Index

A Whole year's supply of Multiface pokes listed. Get your button-pressing fingers at the ready!

3d starfighter quattro (t)	invul	AA65
Advanced pinball quattro	(t) balls	AA65
After the war	(t) lives	AA58
Airborne ranger	(t) f.aid	AA58
Airborne ranger	(d) f.aid	AA59
Apprentice	(t) mult	AA59
Arcade flight sim' (quatt	(t) lives	AA64
Army moves	(d) lives	AA59
Artura	(t) energ	AA58
Astro marine corps	(t) grena	AA62
Atf	(-) lives	AA59
Atf	(d) mult	AA68
Atv simulator	(t) time	AA62
Bad cat (go crazy)	(d) mult	AA68
Ball crazy	(t) lives	AA61
Barbarian 2	(t) lives	AA58
Barbarian 2	(t) power	AA66
Batman (3d version)	(d) mult	AA59
Batman the movie	(-) grena	AA56
Batman the movie	(d) mult	AA57
Battle of britain	(t) fuel	AA60
Batty	(t) lives	AA56
Bedlam (go crazy)	(d) lives	AA68
Beyond the ice palace	(t) mult	AA56
Bigfoot	(t) lives	AA59
Bigfoot	(t) lives	AA61
Bionic commando	(-) lives	AA59
Black tiger	(d) lives	AA64
Blade warrior	(t) mult	AA58
Blade warrior	(t) mult	AA61
Bloodwych	(d) mult	AA63
Bobby baring	(t) helps	AA58
Bombfusion	(t) mult	AA58
Bombjack	(t) mult	AA57
Bombjack 2	(t) lives	AA57
Brian bloodaxe	(t) lives	AA58
Brian jacks supertest	(t) stren	AA66
Bronx street cop	(t) mult	AA60
Bubble bobble	(d) lives	AA58
Bubble bobble	(t) lives	AA58
Bubble ghost	(t) bubbl	AA64
Buggy boy	(t) time	AA56
Buggy boy	(t) time	AA61
Butcher hill	(t) lives	AA64
Cabal	(t) lives	AA66
Camelot warrior	(-) lives	AA65
Castle master	(-) energ	AA65
Cauldron	(t) lives	AA66
Chase hq	(d) mult	AA56
Chase hq	(t) mult	AA56
Chicago 30s	(t) lives	AA60
Cholo	(t) invul	AA61
Chronos	(t) mult	AA68
Chuckie egg	(t) lives	AA66
Cobra	(t) shots	AA57
Combat school	(t) timer	AA56
Combat lynx	(d) chopp	AA66
Conquest	(-) energ	AA65
Continental circus	(d) conti	AA57
Continental circus	(t) cont	AA64
Count duckula	(t) enemy	AA60
Crazy cars	(t) time	AA58
Critical mass	(t) craft	AA60
Daley thompson	(t) lives	AA58
Dan dare	(t) lives	AA61
Dan dare 3	(t) mult	AA62
Dan dare 2	(t) lives	AA64
Dandy	(t) mult	AA65
Death stalker (quattro)	(t) mult	AA64
Defenders of the earth	(t) lives	AA63
Deflektor	(t) mult	AA57
Deliverance	(t) lives	AA65
Desolator	(-) lives	AA59
Dizzy (quattro adventure)	(t) mult	AA66
Dizzy 3 (fantasy world)	(t) lives	AA63
Dominator	(t) lives	AA68
Doodlebug	(t) lives	AA58
Double dragon	(t) lives	AA61
Dragons lair	(-) lives	AA59
Dragons lair	(d) lives	AA62
Dragons lair	(t) lives	AA66
Druid	(t) energ	AA61
Dynamite dux	(d) credi	AA58
Dynamite dan	(t) dynam	AA65
Dynasty wars	(d) energ	AA62
E-motion	(d) mult	AA67
Escape from robot monster	(t) mult	AA63
Fairlight	(t) lives	AA64
Fast food	(t) lives	AA56
Feud	(t) time	AA66
Fighter bomber	(d) level	AA67
Finders keepers	(t) lives	AA59
Firetrap	(t) lives	AA57
Flimbos quest	(d) lives	AA68
Flying shark	(t) bombs	AA64
Frankenstein junior	(t) mult	AA56
Fruit machine sim quattro	(t) credi	AA65
Fruity frank	(t) lives	AA66
Future bike simulator	(t) lives	AA63
Future knight	(-) lives	AA59
Game over	(t) lives	AA56
Game over 2	(d) lives	AA60
Garfield	(t) sleep	AA61
Get dexter	(t) energ	AA62
Ghost hunter (quattro adv	(t) mult	AA66
Ghouls 'n ghosts	(d) lives	AA56
Gilbert escape from drill	(t) lives	AA67
Glider rider	(t) mult	AA60
Goonies	(t) lives	AA61
Gryzor	(d) lives	AA64
Guardian angel	(t) lives	AA63
Gunsmoke	(t) lives	AA60
Head over heels	(t) mult	AA60
Highway encounter	(t) freez	AA64
Hoppin' mad	(t) lives	AA58
Hotrod	(d) fuel	AA60
Hydrofool	(t) rust	AA64
I ball	(t) lives	AA58
Ikari warriors	(t) mult	AA57
Indy jones + last crusade	(t) mult	AA61
Inside outing	(t) mult	AA58
Italian supercar	(t) mult	AA59
Italian supercar (quattro	(t) mult	AA67
Jack the nipper 2	(t) lives	AA66
Jackal	(t) lives	AA66
Jaws	(t) mult	AA66
Jet set willy	(t) lives	AA66
Joe blade 3	(t) baddi	AA56
Joe blade 3	(t) mult	AA57
Kane	(t) helps	AA58
Karnov	(t) lives	AA59
Klax	(d) credi	AA61
Knight force	(d) mult	AA58
Krakout	(t) lives	AA61
Kwik snax	(t) lives	AA67
Laser squad	(d) money	AA64
Laser squad	(t) mult	AA67
Laser squad	(d) mult	AA67
Led storm	(t) energ	AA66
Licence to kill	(t) lives	AA59
Licence to kill	(d) mult	AA60
Live and let die	(t) fuel	AA62
Live and let die	(t)	AA64
Lords of chaos	(t) exper	AA66
Lost caves (AAcover)	(t) lives	AA68
Mask	(t) damag	AA61
Max headroom	(-) energ	AA65
Mega apocalypse	(t) lives	AA58
Mega apocalypse	(t) lives	AA59
Metal army	(t) lives	AA61
Metrocross	(d) mult	AA68
Mig 29 soviet fighter	(t) mult	AA57
Mikie	(t) invul	AA57
Molecule man	(t) time	AA64
Monty pythons flying circ	(d) mult	AA68
Motocross simulator	(t) bikes	AA62
Moving target	(t) bults	AA68
Myth	(d) mult	AA60
Nemesis	(d) mult	AA62
Ninja spirit	(d) credi	AA60
Nodes of yesod	(t) lives	AA59
Olli and lissa 3	(t) mult	AA57
Operation gunship	(t) mult	AA56
Operation thunderbolt	(t) lives	AA56
Operation hanoi	(t) mult	AA64
Operation thunderbolt	(d) credi	AA68
Operation wolf (phaser)	(t) mult	AA68
Operation wolf (phaser)	(d) mult	AA68
Outrun	(t) time	AA60
Palitron	(t) energ	AA58
Paperboy	(t) lives	AA68
Parabola	(t) lives	AA62
Periscope up	(t) mult	AA63
Plasmatron	(t) damag	AA62
Powerdrift	(t) credi	AA61
Powerdrift	(d) lives	AA66
Predator	(d) mult	AA68
Pro boxing simulator	(t) lives	AA61
Pro power boat simulator (t) mult	AA62	
Prohibition	(t) lives	AA62
Prohibition	(t) mult	AA64
Psycho hopper	(t) mult	AA59
Psycho pigs uxb	(-) lives	AA59
Puzznic	(d) mult	AA68
Puzznic (AAdemo)	(t) mult	AA68
Quattro power pack	(t) mult	AA62
Quattro arcade pack	(t) mult	AA65
Quest for the mindstone	(t) mult	AA65
R-type	(-) credi	AA56
R-type	(-) mult	AA59
Race against time	(t) time	AA62
Rainbow islands	(d) resta	AA57
Rainbow islands	(t) mult	AA65
Rambo 3	(t) cont	AA60
Ramparts	(t) energ	AA64
Ranarama	(t) energ	AA64
Rasputin	(t) healt	AA58
Rastan	(t) lives	AA61
Rastan	(t) lives	AA64
Red heat	(t) mult	AA59
Renegade	(t) pltfm	AA64
Renegade	(d) pltfm	AA64
Renegade 3	(t) lives	AA64
Rex	(t) lives	AA62
Rick dangerous	(t) mult	AA62
Rick dangerous 2	(d) mult	AA65
Rick dangerous	(t) mult	AA66
Rick dangerous 2	(t) mult	AA66
Ricochet	(t) lives	AA58
Roadblasters	(t) mult	AA58
Rocky horror show	(t) mult	AA65
Rogue	(t) energ	AA61
Rolling thunder	(t) mult	AA61
Ruff and reddy	(t) mult	AA65
Saboteur 2	(t) mult	AA67
Sabre wulf	(t) lives	AA64
Sacred armour of antiriad	(t) mult	AA62
Sacred armour of antiriad	(t) mult	AA64
Sas combat sim' (quattro)	(t)	AA64
Satan	(d) lives	AA66
Savage	(t) lives	AA61
Scooby doo	(t) ghost	AA58
Scooby doo	(t) lives	AA59
Sdi	(t) lives	AA58
Shackled (go crazy)	(d) pulse	AA68
Shadow skimmer	(t) lives	AA58
Shaolins road	(t) lives	AA66
Shinobi	(-) lives	AA56
Sidearms	(-) lives	AA59
Silkworm	(t) lives	AA62
Skatin' usa	(t) mult	AA68
Slap fight	(t) lives	AA60
Snowball in hell	(t) lives	AA63
Soldier of light	(t) lives	AA59
Sonic boom	(d) credi	AA60
Space harrier	(t) fire	AA56
Space harrier 2	(d) lives	AA61
Space harrier 2	(t) lives	AA68
Space rider jetpack co.	(t) lives	AA63
Space trader	(t) mult	AA65
Speedzone	(t) lives	AA62
Spikey harold	(t) lives	AA64
Split personalities	(t) mult	AA58
Spooky castle	(t) lives	AA64
Steel eagle	(t) lives	AA67
Stormlord	(t) invul	AA60
Strider	(t) energ	AA61
Stunt car racer	(d) mult	AA64
Stunt car racer	(t) mult	AA67
Subteranean stryker	(t) lives	AA61
Super hero (quattro)	(t) lives	AA67
Super robin hood (quattro	(t) mult	AA66
Supersam	(-) lives	AA65
Supertank sim (quattro)	(t) mult	AA67
Supertrux	(t) crash	AA66
T bird	(t) mult	AA64
Target renegade	(t) lives	AA66
Tau-ceti (AAcover)	(t) mult	AA64
Techno cop	(t) mult	AA60
Teenage mutant turtles	(t) mult	AA68
Tennis cup	(-) credi	AA65
The hit squad	(t) lives	AA56
The spy who loved me	(d) lives	AA67
Thunderbirds	(t) lives	AA61
Thundercats	(t) lives	AA60
Tiger road	(t) lives	AA64
Timescanner	(d) balls	AA59
Titan	(t) lives	AA68
Tll	(t) mult	AA64
Toobin'	(d) credi	AA57
Trantor	(t) mult	AA66
Turbo esprit	(t) lives	AA56
Turbo outrun	(-) credi	AA59
Turrican	(t) mult	AA62
Twin turbo v8	(-) mult	AA58
Twin turbo v8	(t) mult	AA62
Twin world	(d) enemy	AA66
Ultima ratio	(t) lives	AA61
Untouchables	(t) times	AA56
Uridium +	(t) mult	AA64
Vampire (quattro adv.)	(t) lives	AA66
Victory road	(t) lives	AA60
Vigilante	(-) lives	AA56
Vindicator	(-) mult	AA56
Vixen	(-) lives	AA59
Wanderer 3d	(t) mult	AA66
Warlock	(t) lives	AA58
Wec le mans	(t) time	AA56
Wizard willy	(t) lives	AA56
Wonderboy	(t) lives	AA60
Wriggler	(t) lives	AA61
Xcel	(t) lives	AA61
Xevious	(-) lives	AA59
Xybots	(t) credi	AA62
Yabba dabba doo	(t) lives	AA59
Yie ar kung fu	(t) energ	AA57
Yogis great escape	(t) mult	AA60
Zolyx	(t) lives	AA58
Zub	(t) harm	AA68

AA



Balrog

Once again the furry fiend awakens from the Land of Mists to bring you yet another issue full of adventure information...

Jaws – the last Studhorse (Stallion?!) ● PD, Disk only

Imagine an adventure which is disk-only (taking up both sides), has beautiful digitized graphics in every location, digitized sound and good puzzles... Sounds too good to be true, doesn't it? Well, *Jaws* has all the above, but – and it is a big BUT – the game is written in French!

Now although the Balrog is fluent in all three of the orcish dialects, plus a smattering of hobgoblin, he isn't exactly fluent in french! So it was with a bit of difficulty and a french-english dictionary that I tried playing this game!

Written by Stephane Saint-Martin and Xavier Brysbaert, the general storyline (as far as I can tell!) goes as follows:

In 1995 a deadly virus has spread throughout the world and millions of people are dead and dying. You play a beautiful woman called Shana (you see her digitized body and hear her voice at the start of the 6128 version) and for some reason that I couldn't quite fathom you must try and find the last surviving stallion (called Jaws – perhaps he's got very big teeth!) located deep in the mountains of Tibet. Perhaps the Stallion will be able to save the World? (I'm not too sure on this point!)

The game looks beautiful – as I've already mentioned, there are digitized graphics at every location and some, such as the large waterfall have added sound effects. As to the gameplay... Ummm... Well, apart from managing to move nord, sud, ouest and est and examine things, the Balg couldn't really discover much as to the game's quality – his French wasn't good enough! However, I did discover that saying 'salut' to certain people resulted in them actually talking back to you through the computer's loudspeaker – the old man said something in french to me when I said 'Salut' and the yak mooed at me!

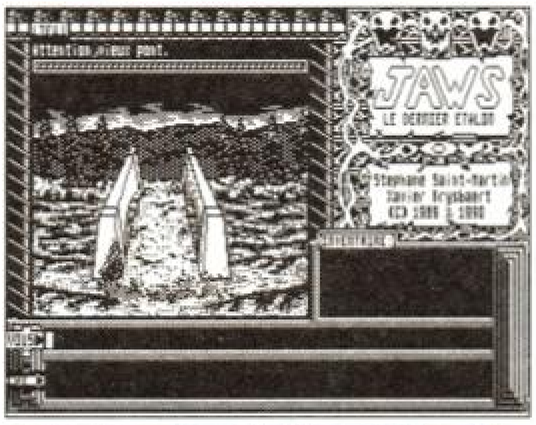
Another very useful feature is that you can redefine the numeric keypad to have your own commands programmed in – this makes entering commands quicker and easier and is definitely a good idea. The cursor keys are also defined to move the compass directions.

I haven't given the game any ratings as I am not sure of its quality! It looks good – but for all I know its parser and puzzles could be poor... Definitely only for people who can speak French or have a good dictionary.

● The game is 'Freeware' (I presume this means Public Domain) and to get a copy send £1 and a blank disk to: **Megamag, Stephane Curre, 13 Rue de Colman, 59290, Wasquehal, FRANCE.**



● This is you (yes, it is hard to believe, isn't it?) Your name is Shana and you're the heroine in *Jaws*.



● *Jaws* has some really nice graphics – and it's completely free in the public domain! Only thing is, how's your French?

NEWS... NEWS... NEWS...

Adventure covertap soon!

After a quick word with Rod, he has agreed to put an adventure on one of the monthly covertapes. The Balrog is already negotiating with one company and hopefully we'll have an adventure game on the front cover soon. Watch this space...

Meanwhile, if you have any suggestions for adventures that you would like to see given away with AA then write to The Balrog at the usual address (and send some clues while you're at it!)

Adventure Convention

The second Adventure Probe convention will take place on Saturday 26th October, at the Royal Angus Thistle Hotel in Birmingham. Although the convention caters for all types of computer, if last year was anything to go by, there should be quite a few Amstrad adventurers there as well. So, if you're interested in going, and meeting the Balrog in his leathery flesh, then write to: Adventure Probe Convention Information, 67 Lloyd Street, Llandudno, Gwynedd LL30 2YP.

Golden Chalice awards

Each year the Adventurers Club, run by Henry Mueller, holds awards for the best adventures released that year. These awards are voted upon by the subscribers of ACL. Although the best overall game went to *Chaos Strikes Back* (Not available on the Amstrad), Topologika scooped best mail-order software company as well as best mail-order adventure with *Last Days of Doom* (*AA62*), Electronic Arts received the award of Best National Software Company and *Sim City* won best simulation.

Wow!

Two more games have been released this month by WoW software:

● *Escape from Prison Planet* is a two-part *PAWed* game (disk only) which will run on the CPC, Plus and PCW machines. Joan tells me that the scenario is that you've been put on prison planet and you must escape – I could have guessed that! Price is £5.

● *Power Curse* is a two-part *GACed* adventure written by Adrian Conn available on cassette (£3) and disk (£5). Sitting in front of your computer one day, you have a strange feeling and you pass out. Next thing you know, you've been transported to an alternative universe...!

For more details write to WoW at: 78 Radipole Lane, Weymouth, Dorset DT4 9RS.

Knapped • £2.99 cassette, £4 disk|Atlas Adventure Software, 67 Lloyd Street, Llandudno, Gwynedd LL30 2YP.

You and a friend were touring Ormskirk when you discovered an un-mapped cave system. Being curious adventurers, you started to explore the caves but, as you had not bought a lamp with you, you were attacked in the dark by a Grue. The Grue devoured your tubby friend then and there, but feeling rather full, he decided to lock you in his cave for when his appetite returned. He has now fallen asleep outside the only exit. You must find a way to escape!

This is the introductory screen to Grue-Knapped, a brilliantly-written *ADLAN* game by Bob 'Amster' Adams – some of you may remember Bob when he very kindly reviewed *ADLAN* in *AA60* after the Balg's monitor blew up!

Since it's text only, the Balg was initially worried that the game would have a few too many 'in-jokes', as both Bob and 'The Grue' are regular readers and contributors to *Adventure Probe*. However, my fears were unfounded – the game is just very funny!

The puzzles are well thought out and logical... too logical at times: one of the puzzles involves reaching a shelf by jumping onto something springy. The final solution is very logical but so absurd I kicked myself. Bob's style seems to be similar to Colin Harris's games, in that his objects are never what they seem. I was examining the sink and I found a plug – a 13 amp one! There is also a painting of Ormskirk quay – a door key! The jokes in the game are very funny – the final puzzle is such a play on words it'll make you groan!

Grue-Knapped has advanced commands such as Ramsave, Ramload and look behind and look under but, surprisingly, the game does not understand 'it' or 'all'. Overall, one of the best games I've played in quite a while!

ATMOSPHERE	79%
INTERACTION	75%
CHALLENGE	78%
OVERALL	**81%**

Talisman of Power • £2 cassette, £4 disk • WoW Software, 78 Radipole Lane, Weymouth, Dorset DT4 9RS.

Firstly, I'd like to congratulate the author C Bury on following my recommendations in *AA60* on sending software into magazines for review. It's so much easier if people bother to get their games play-tested, as well as sending all the instructions plus a hint sheet. Unfortunately, I'm now going to have to admit that I wasn't too impressed with Talisman! Your quest (should you decide to accept it), is to travel to the temple of Ezekiel and destroy the evil lord Orsova. Included in the instructions you get a list of verbs the game accepts (always useful for playing adventures) but not much else!

The game was written using *GAC* and is reasonably large (60 locations) with average graphics. Most of the puzzles are well thought out, although a couple seemed a bit difficult as there is no clue at all about what you must do. For example, you discover two dwarf-like creatures sitting by a pond, talking. Fine, you think, so you try to talk to them but they just turn around and tell you to shut up! What you must do is give them a fishing line – but there is no clue or reason for doing this! Another puzzle involves a statue: on examining the statue you are told it is of Orsova but you are given no other clues. What you must do is smash the statue up with a hammer to discover a pick-axe hidden inside. As you don't get many pick-axes hidden in statues, this puzzle is a bit illogical! What would have been better would have been if you were told that the statue had a pick-axe in its hand or if the 'help' command had told you to try breaking the statue open...

The parser is unfriendly at times as well. Twice in the game you are required to dig, but the command 'dig' gives the response: 'You can't'! What you must do is type 'dig in earth' – not very impressive! The Balg also had big problems trying to cross a lake in a boat to get to an island. After spending five minutes trying to discover how to get into the boat, I realised that you could just 'row boat' without getting in it. However, the only way you could get to the island was 'row boat to island' – yuk!

To be fair, there's nothing really wrong with the game, it just seems to lack a certain quality that would make it good. The best word to sum up *Talisman* is average.

This is C Bury's first game though and hopefully he will improve in time.

ATMOSPHERE	43%
INTERACTION	45%
CHALLENGE	42%
OVERALL	**45%**

Lords & Ladies of adventure

If you have a problem, if no-one else can help, maybe you can use the Lords & Ladies of Adventure. These worthy souls have completed all the games they list, and can advise you if you are stuck. If you telephone, make sure you only call at sociable hours!

Adventure Quest • Angelique • Apache Gold • Arnold Blackwood Trilogy • Beer Hunter • Bestiary • Big Sleaze • Black Fountain • Black Knight • Boggit • Boredom • Bored of the Rings • Brawn Free • Can I Cheat Death (I & II) • Case of the Mixed-Up Shymer • Cave Capers • City for Ransom • Classic Adventure • Colossal Adventure • Colour of Magic • Crash Landing • Cricket Crazy • Dodgy Geezers • Doomlords • Dracula • Dungeon Adventure • DAA • Emerald Isle • Escape Alien Spaceship • Escape from Koshima • Espionage Island • Fantasia Diamond • Firestone • Football Frenzy • Frankenstein • Galaxias • Gems of Stradus • Ghosthouse • Grange Hill • Heavy on the Magick • Hobbit • Hunchback • Imagination • Ingrid's Back • Ichor • Island of Chaos • Jason of the Argonauts • Journey to Death • Kentilla • Knightmare • Knight Orc • Knight Tyme • Kobyashi Naru • Labyrinth • Lancelot • Life Term • Lords of Magic • Lord of the Rings • Lords of Time • Lost Shadow • Magicians Apprentice • Microman • Mindfighter • Mindshadow • Mordon's Quest • Mountains of Ket • Mural • Mystery of Indus Valley • Necris Dome • Never Ending Story • Not a Penny More Not a Penny Less • Panic Beneath the Sea • Price of Magic • Project Annihilation • Project Volcano • Quest • Questprobe 3 • Quest for the Golden Egg-cup • Rebel Planet • Redhawk • Red Moon • Return to Eden • Revenge of Chaos • Rigel's Revenge • Robin of Sherwood • Roog • Scary Tales • Seabase Delta • Seas of Blood • Shard of Inovar • Shadows of Mordor • Sharpe's Deeds • Simply Magic • Smashed • Souls of Darkon • Spaced out • Star Wreck • Storm Mountain • Subsunk • Talisman of Power • Terrormolinos • Tizpan • Top Secret • Venom • Welladay • Werewolf Simulator • Winter Wonderland • Wizbiz • Wolfman • Worm in Paradise & all Interceptor games!
Mark Eltringham, 39 Gargle Hill, Thorpe St Andrew, Norwich, Norfolk NR7 OXX.

Aftershock • Colossal Adventure • Escape from Khosima • Gnome Ranger • Gremlins • Guild of Thieves • Haunted House • Hitchhiker's Guide • Ingrid's Back • Kingdom of Hamil • Leather Goddesses • Mindshadow • Mordon's Quest • Pawn • Price of Magic • Return to Eden • Rigel's Revenge • Scapeghost • Seabase Delta • Snowball • Sorceror • & Village of Lost Souls.
Robin Harley, 3 Shropshire Place, Eastgate, Peterborough, Cambs PE1 5BX.

Andy Capp & Price of Magic.
The Kenderian, 475 Westhorne Ave, Eltham, London SE9 5LR.
Jewels of Babylon.
Chris "The Barbarian" Gore, 22 St. Anthony's Pk., Mallow, Co. Cork, Ireland.

Crispin Crunchy • Crystal Theft • Gnome Ranger • Message from Andromeda & Scapeghost.
Jay Honosutomo, 23 Tintagel Close, Hemel Hempstead, Herts HP2 6NL. Tel between Mon-Fri, 4.30-9pm (0442) 242957

Deadenders • Gnome Ranger • Hitchhiker's Guide • Lancelot • Quest for the Golden Eggcup • Rigel's Revenge • Smashed & Venom.
Richard Jamieson, 79 Land Street, Rothes, Aberlour, Banffshire AB38 7BB.

Clue Sniffing with the Balrog

The Balg is desperate for new clues, so if you have any hints or tips for any adventures, send them to: *The Balrog, Cluepot, Amstrad Action, Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, AVON BA1 2AP.*

Thanks to Nigel Arnott, Madwolf, Antcrusher, Adrian Forbes, Hazis Dolgizas, Simon "Aragorn" Netherwood, Howard Swaines and Ian Howlett.

Special thanks to Ken Bond for the map of Infidel.

The Big Sleaze - Part 2

- Whisper in the library.
- The Maltese Bullfinch plays a big part in part 2!
- Shoot whale with gun (find him yourself!)

Corruption

- If you want to Shave Off that ridiculously overgrown beard:
- Go to the pharmacy.
  Buy everything from shelves with credit card.
- Go to the Bathroom.
  Put the plug in the plughole.
- Turn the tap twice.
- Let the sink fill with water and PUT SOAP IN SINK.
- Then get it and PUT IT ON BEARD.
  CUT BEARD with RAZOR!

Island

- Swap your shirt with the old man for the matches.
- To get the cylinder needed to open the pyramid, dive into the lagoon. There is a spade under the bushes.

Red Moon

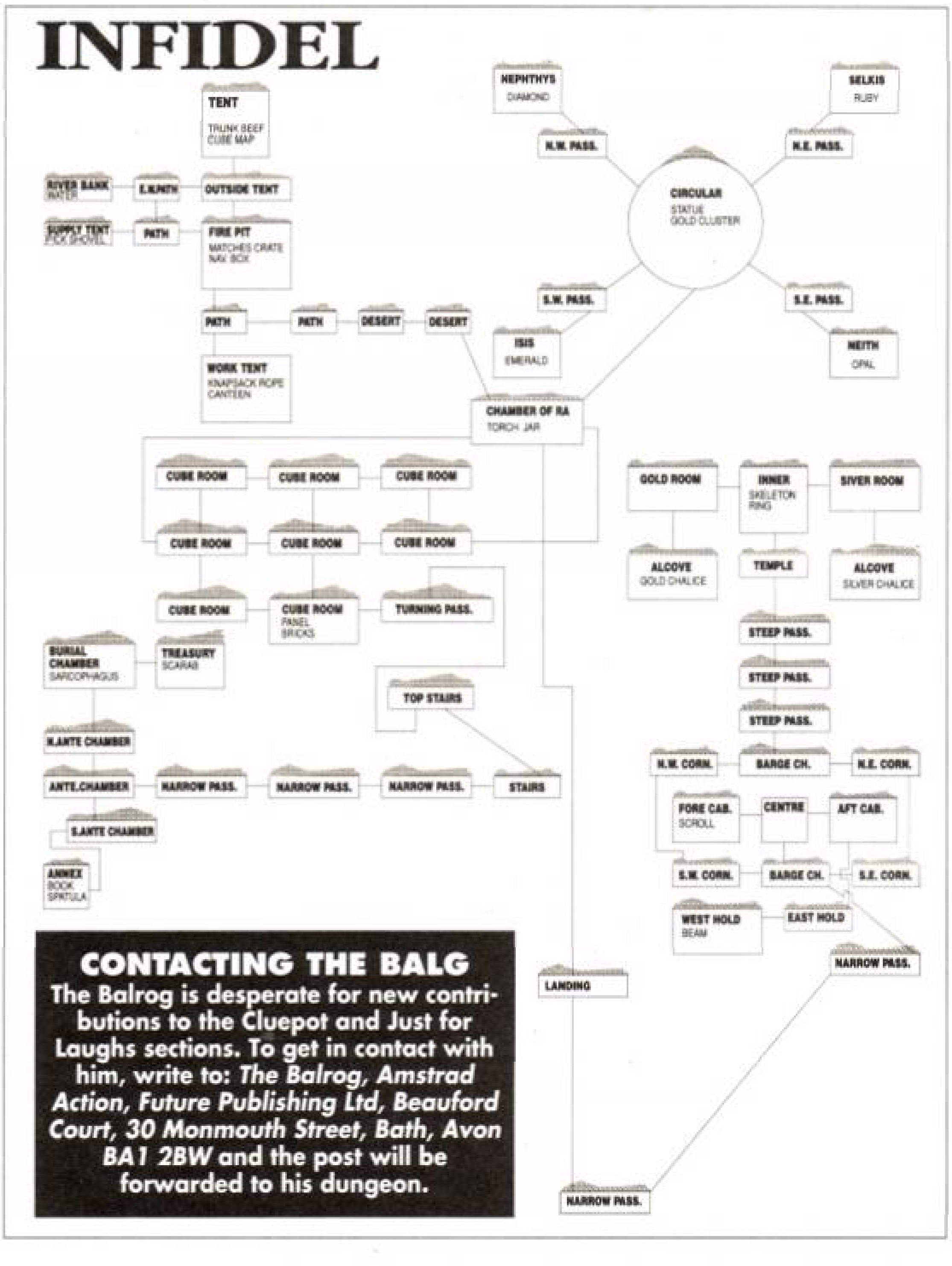
- Use the words in the book on the mummy.

Shadows of Mordor

- Hold up the phial for light.
- Make Smeagol promise before you untie him.

Guild Of Thieves

- To help the lute work properly, examine the paintings in the gallery.
- To get the minah bird, go to the Zoo Office and get the grotty key, now open the white door and unlock the small door. Open the small door and go through it, closing it behind you. Put bird in cage (from the gatehouse). If you don't close the door then the bird will fly away.
- Sit on the bed in the main bedroom and press top button with cue.
- The oil painting is the only painting worth anything.
- The dress is in the wardrobe of the main bedroom.
- The china pot is under one of the beds.
- To sneak something past the gatekeeper, put it in the swag bag.
- In the study, take note of what suit is missing from the box.
- At the end, be careful to jump into the boat - just going east will make you fall into the water which reduces your score. **AA**

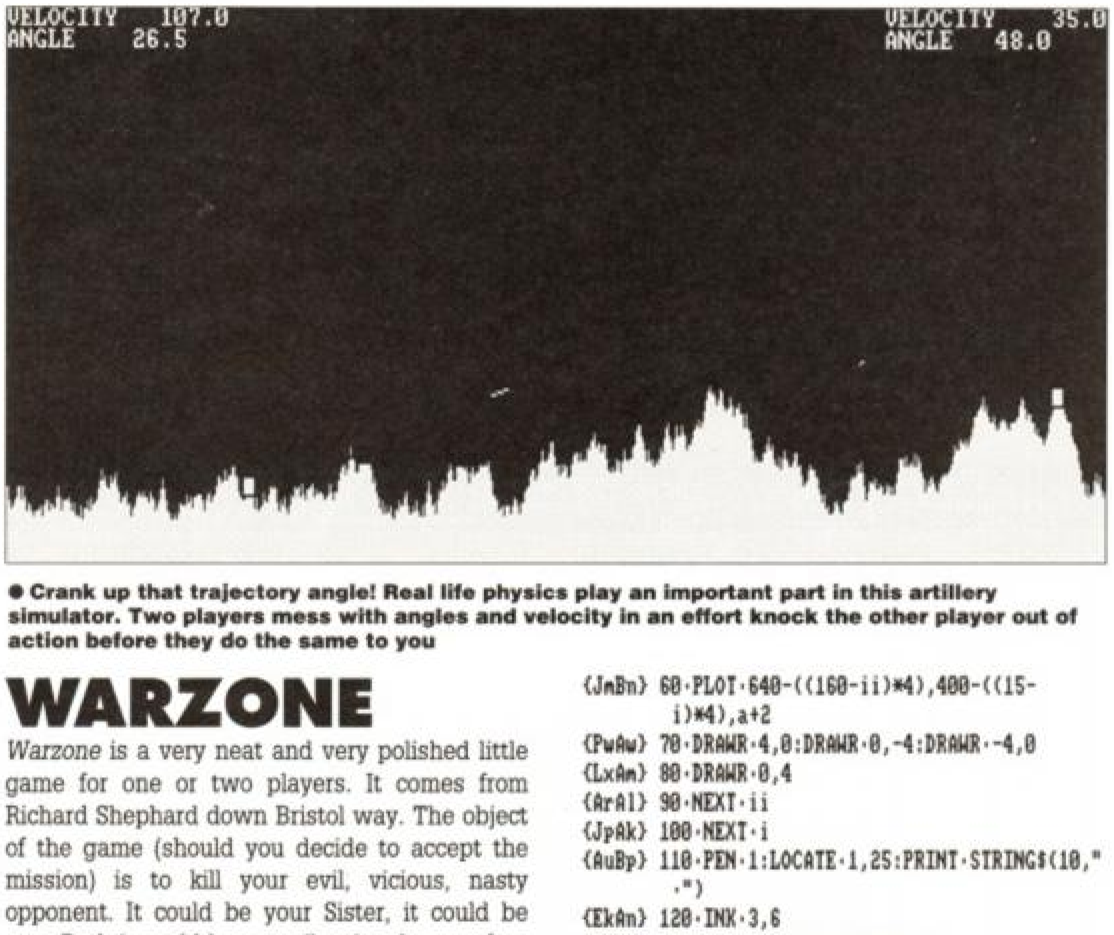


CONTACTING THE BALG

The Balrog is desperate for new contributions to the Cluepot and Just for Laughs sections. To get in contact with him, write to: *The Balrog, Amstrad Action, Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW* and the post will be forwarded to his dungeon.

Type-ins

All the programs on the following pages are ones you can type in yourselves. If you reckon you're a bit of a whizz at programming, why don't you send us your own? Just keep them short. We're unlikely to use anything longer than 6K, and we pay the same for all Type-ins, so you won't get paid extra! Send your progs to: *Type-ins, Amstrad Action, Future Publishing, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW*



● Crank up that trajectory angle! Real life physics play an important part in this artillery simulator. Two players mess with angles and velocity in an effort knock the other player out of action before they do the same to you

WARZONE

Warzone is a very neat and very polished little game for one or two players. It comes from Richard Shephard down Bristol way. The object of the game (should you decide to accept the mission) is to kill your evil, vicious, nasty opponent. It could be your Sister, it could be your Dad, it could be an evil twisted space frog from Alpha Centauri. Either way, one of you is dead meat...

You simply enter the angle and velocity you wish to launch your bomb at, and the missile will whizz merrily wherever you send it... hopefully straight at your enemy. You fire your shots one a a time, correcting the flight path as each shot is fired. Eventually you may strike lucky.

There are two conditions of play, one simulating Earth gravity, the other approximating Lunar conditions. The gameplay may seem a little complex at first, but follow the on-screen instructions and you'll soon be lobbing bombs all over the place!

```
{MvAo} 1·POKE·&BDEE,&C9
{GrAn} 2·MEMORY·&3FFE
{AqBu} 3·IF·PEEK(&3FFF)=&FF·THEN·CALL·&BC06,&40
       :GOTO·130
{DmBu} 10·CALL·&BC06,&C0:MODE·1:INK·3,1:CALL·&B
       C06,&40:MODE·1
{BrBu} 20·GRAPHICS·PEN·3:TAG:MOVE·8,14:PRINT"*W
       ARZONE*";:TAGOFF
{HtAs} 30·FOR·i=2·TO·15·STEP·2
{NxAr} 40·FOR·ii=0·TO·160·STEP·2
{LxAw} 50·a=TEST(ii,i):IF·a=0·THEN·90
{JmBn} 60·PLOT·640-((160-ii)*4),400-((15-
       i)*4),a+2
{PwAw} 70·DRAWR·4,0:DRAWR·0,-4:DRAWR·-4,0
{LxAm} 80·DRAWR·0,4
{ArAl} 90·NEXT·ii
{JpAk} 100·NEXT·i
{AuBp} 110·PEN·1:LOCATE·1,25:PRINT·STRING$(10,"
       ·")
{EkAn} 120·INK·3,6
{OnAq} 130·a$(1)="··PLAY·GAME··"
{KiAu} 140·a$(2)="GAME·ON·MOON·"
{KiAw} 150·a$(3)="GAME·ON·EARTH"
{CwAu} 160·a$(4)="INSTRUCTIONS·"
{GoAq} 170·a$(5)="····QUIT·····"
{OqAv} 180·FOR·i=1·TO·5:LOCATE·14,10+i
{HiAn} 190·PRINT·a$(i)
{BxAk} 200·NEXT
{InBl} 210·LOCATE·14,11:PRINT·CHR$(24)+a$(1)+CH
       R$(24)
{JkAp} 211·POKE·&3FFF,&FF
{IlAl} 220·p=1
{EuAu} 230·a=-9.80665:pr$="EARTH"
{OkBo} 240·LOCATE·1,7:PRINT"GAME·HELD·ON·THE·"+
       pr$
{BuAx} 250·a$=INKEY$:IF·a$=""·THEN·250
{GrBk} 260·IF·a$=CHR$(240)·THEN·axe=-1:GOTO·300
{LmBk} 270·IF·a$=CHR$(241)·THEN·axe=1:GOTO·300
{LlAs} 280·IF·a$="·"·THEN·360
{FuAl} 290·GOTO·250·
{CsAv} 300·LOCATE·14,10+p:PRINT·a$(p)
{EiAn} 310·p=p+axe
{NvAs} 320·IF·p=0·THEN·p=5
{CvAt} 330·IF·p=6·THEN·p=1
{AoBn} 340·LOCATE·14,10+p:PRINT·CHR$(24)+a$(p)+
       CHR$(24)
{FoAm} 350·GOTO·250
{FuAw} 360·ON·p·GOTO·730,370,390,420,410
{GmAp} 370·a=-9.80665/6
{BoAs} 380·pr$="MOON·":GOTO·240
{PwAo} 390·a=-9.80665
{AqAr} 400·pr$="EARTH":GOTO·240
{GkAw} 410·CALL·&BC06,&C0:MODE·1:END
{GrAr} 420·WINDOW·1,40,5,25
{JrAk} 430·CLS
{IvHi} 440·PRINT"The·idea·of·this·program,·is·t
       o··destroyyour·opponent.·You·do·this·by
       ·projectingyour·bolt··across··then··scr
       een··at··thecorrect·angle·to·hit·him/he
       r.··You··mustbe·quick·as·your·opponent·
       can·fire··backat·the·same·time·as·you.
{KqHq} 450·PRINT"The·bolt·acts·in·air·as·it·wou
       ld·in·reallife.·As·in·real·life··gravit
       y··acts··onthe·bolt·dragging·it·down.··
       You··controlboth·the·velocity·and·angle
       ·of·the·bolt.The·angle·is··measured··in
       ··degrees··andvelocity·it·meters·per·se
       cond.·The·scale";
{LrCi} 460·PRINT"on·the·screen·is·1·pixel=1··me
       ter.·Thereis·no·air·resistance."
{HrAp} 470·LOCATE·13,20
{FvAs} 480·PRINT"PRESS·ANY·KEY"
{GmAx} 490·IF·INKEY$=""·THEN·490
{FtAk} 500·CLS
{NnAt} 510·LOCATE·18,1:PRINT"KEYS"
{MnAo} 520·PRINT:PRINT
{InAq} 530·PRINT"PLAYER·1
{JsAs} 540·PRINT"VEL·UP·····=·W"
{BkAt} 550·PRINT"VEL·DOWN···=·Q"
{LmAu} 560·PRINT"ANGLE·UP···=·TAB"
{DlAx} 570·PRINT"ANGLE·DOWN·=·CAPS·LOCK"
{ExAt} 580·PRINT"FIRE·······=·COPY
{KsAp} 590·PRINT"PLAYER·2
{DnAs} 600·PRINT"VEL·UP·····=·-"
{ClAu} 610·PRINT"VEL·DOWN···=·↑"
{BkAt} 620·PRINT"ANGLE·UP···=·0"
{IvAu} 630·PRINT"ANGLE·DOWN·=·P"
{KiAr} 640·PRINT"FIRE·······=·,"
{KkAl} 650·PRINT
{JnCp} 660·PRINT"Player·1·fires·from·the·left··
       block··andplayer·2·fires·from·the·right
       ·block"
{IrAp} 670·LOCATE·13,20
{MxAr} 680·PRINT"PRESS·ANY·KEY"
{IuAw} 690·IF·INKEY$=""·THEN·690
{LvAk} 700·CLS
{IoAr} 710·WINDOW·1,40,1,25
{NoAm} 720·GOTO·180
{BjCk} 730·DEF·FNhoriz=INT(vh(zz)*i(zz)+((0*i(z
       z)*i(zz))/2))+add(zz)+xxxx(zz)
{HtBx} 740·DEF·FNverti=INT(vv(zz)*i(zz)+((a*(i(
       zz)*i(zz)))/2))+yyyy(zz)
{DmAp} 750·ENV·1,15,-1,3
{JiAl} 760·b=60
{BuAv} 770·CALL·&BC06,&C0:MODE·2
{EiAt} 780·ORIGIN·0,0,0,638,366,0
{LwAo} 790·FOR·i=0·TO·640
{IuAq} 800·e=INT(RND*20)-10
{DjAn} 810·b=b+e
{HnAv} 820·IF·b(30·THEN·b=b-(e*2)
```

```
{DmAn} 830·MOVE·i,0
{AnAp} 840·DRAW·i,b,1
{NkAk} 850·NEXT
{OtAl} 860·st=0.1
{KsAj} 870·DEG
{GuAq} 880·e=INT(RND*20)+1
{JmAn} 890·GOSUB·950
{PoBs} 900·frig(1)=e:pp(1)=i:xxxx(1)=E*8+1:yyyy
       (1)=(26-i)*16
{EnAq} 910·e=INT(RND*20)+61
{MqAn} 920·GOSUB·950
{DwBw} 930·frig(2)=e:pp(2)=i:xxxx(2)=(E-1)*8-
       2:yyyy(2)=(26-i)*16
{KnAm} 940·GOTO·1050
{NuAn} 950·FOR·i=1·TO·25
{KlBm} 960·LOCATE·e,i:IF·COPYCHR$(#0)=""·THEN·1
       020
{DiAv} 970·LOCATE·e,i:PRINT·CHR$(233)
{PjAr} 980·FOR·ss=1·TO·50:NEXT
{KxAs} 990·LOCATE·e,i:PRINT·"·"
{BwAk} 1000·NEXT
{JrAx} 1010·LOCATE·1,1:PRINT"ERROR":END
{EmAw} 1020·LOCATE·e,i:PRINT·CHR$(233)
{OvAv} 1030·SOUND·1,0,45,15,1,,13
{FvAo} 1040·RETURN
{EjBt} 1050·LOCATE·1,1:PRINT"VELOCITY·";:PRINT·
       USING"#####.#";v(1)
{JuBt} 1060·LOCATE·1,2:PRINT"ANGLE·";:PRINT·USI
       NG"#####.#";an(1)·
{IlBr} 1070·LOCATE·64,1:PRINT"VELOCITY·";:PRINT
       ·USING"####.#";v(2)
{PoBs} 1080·LOCATE·64,2:PRINT"ANGLE·";:PRINT·US
       ING"####.#";an(2)
{OoBs} 1090·IF·INKEY(68)=0·THEN·an(1)=an(1)+0.5
       :GOSUB·1490
{DsBs} 1100·IF·INKEY(32)=0·THEN·an(2)=an(2)-
       0.5:GOSUB·1520
{PjBr} 1110·IF·INKEY(70)=0·THEN·an(1)=an(1)-
       0.5:GOSUB·1490
{AsBt} 1120·IF·INKEY(27)=0·THEN·an(2)=an(2)+0.5
       :GOSUB·1520
{HmBs} 1130·IF·INKEY(59)=0·THEN·v(1)=v(1)+0.5:G
       OSUB·1490
{KxBt} 1140·IF·INKEY(24)=0·THEN·v(2)=v(2)+0.5:G
       OSUB·1520
{MoBq} 1150·IF·INKEY(67)=0·THEN·v(1)=v(1)-
       0.5:GOSUB·1490
{HsBr} 1160·IF·INKEY(25)=0·THEN·v(2)=v(2)-
       0.5:GOSUB·1520
{MlBr} 1170·IF·INKEY(9)=0·AND·fire(1)=0·THEN·zz
       =1:GOSUB·1230
{IrBs} 1180·IF·INKEY(31)=0·AND·fire(2)=0·THEN·z
       z=2:GOSUB·1230
{LjBj} 1181·IF·INKEY(66)=0·THEN·1540
{PpBq} 1190·IF·fire(1)=1·AND·dead=0·THEN·zz=1:G
       OSUB·1280
{DwBq} 1200·IF·fire(2)=1·AND·dead=0·THEN·zz=2:G
       OSUB·1280
{OrAv} 1210·IF·dead=1·THEN·1540
{LpAn} 1220·GOTO·1090
```

Get it right!

Typing in programs can be a pretty frustrating affair, since every missed comma, every mis-spelt instruction, can potentially stop the program working. To help you type in the listings properly, we do two things.

1. We replace all the spaces in the programs with dots, to make them easier to see (and count!)
2. At the start of each line is a special code (inside those squiggly brackets). On the covertape this month is a special program called Type-righter which will show you these codes on-screen as you type in the programs on these pages. If you type the line incorrectly, the code on your screen will be different to the one in the magazine. Full instructions on how to use Type-righter are on the covertape pages at the front of the magazine. We also print the program periodically in Type-ins (we did last month).

● You don't type these codes in – they're there purely for checking purposes. If you don't have a copy of Type-righter, or you're not using it, simply ignore them.

```
{IrAu} 1230·vv(zz)=v(zz)*SIN(an(zz))
{HnAv} 1240·vh(zz)=v(zz)*COS(an(zz))
{IrBt} 1250·aaa(zz)=xxxx(zz):aa(zz)=xxxx(zz):x(
       zz)=xxxx(zz)
{KkBq} 1260·bbb(zz)=yyyy(zz):bb(zz)=yyyy(zz):y(
       zz)=yyyy(zz)
{JiBr} 1270·i(zz)=0:fire(zz)=1:x=xxxx(zz):y=yyy
       y(zz):RETURN
{IqAq} 1280·x(zz)=FNhoriz
{JuAq} 1290·y(zz)=FNverti
{EmBx} 1300·IF·aa(zz)=x(zz)·AND·INT(bb(zz)/2)=I
       NT(y(zz)/2)·THEN·1310
{HpAt} 1310·MOVE·aa(zz),bb(zz)
{ImAw} 1320·DRAW·aaa(zz),bbb(zz),0
{ExAw} 1330·IF·y(zz)>366·THEN·1370
{HiBl} 1340·IF·TEST(x(zz),y(zz))=1·THEN·1410
{FjAr} 1350·MOVE·x(zz),y(zz)
{LqAt} 1360·DRAW·aa(zz),bb(zz),1
{FiBw} 1370·IF·y(zz)<0·OR·x(zz)>640·OR·x(zz)<0·
       THEN·DRAW·x(zz),y(zz),0:GOTO·1430
{KkAs} 1380·i(zz)=i(zz)+st
{DrCi} 1390·aaa(zz)=aa(zz):bbb(zz)=bb(zz):aa(zz
       )=x(zz):bb(zz)=y(zz)
{GjAn} 1400·RETURN
{IrCs} 1410·MOVER·-2,2,0:DRAWR·4,0:DRAWR·0,-
       2:DRAWR·-4,0:DRAWR·0,-2:DRAWR·4,0:DRAWR
       ·0,-2:DRAWR·-4,0
{MrBv} 1420·MOVE·aa(zz),bb(zz):DRAW·aaa(zz),bbb
       (zz),0:DRAW·x(zz),y(zz),0
{EoAn} 1430·FOR·i=1·TO·2
{NpAs} 1440·LOCATE·frig(i),pp(i)
{AwBr} 1450·IF·COPYCHR$(#0)<>CHR$(233)·THEN·dea
       d(i)=1:dead=1
{HuAk} 1460·NEXT
{HjAv} 1470·SOUND·1,0,45,15,1,,13
{EuAt} 1480·fire(zz)=0:RETURN·
{JrBl} 1490·LOCATE·10,1:PRINT·USING"#####.#";v(
       1)
{GlBj} 1500·LOCATE·8,2:PRINT·USING"####.#";an(1
       )
{FwAn} 1510·RETURN
{OtBn} 1520·LOCATE·73,1:PRINT·USING"#####.#";v(
       2)*-1
{EoBp} 1530·LOCATE·70,2:PRINT·USING"####.#";an(
       2)*-1:RETURN
{HoAt} 1540·MODE·2:INK·1,24,6
{GmAo} 1550·FOR·i=1·TO·2
{HrCi} 1560·IF·dead(i)=1·THEN·LOCATE·30,10+i:PR
       INT"PLAYER";I;"IS·DEAD"·
{HqBj} 1570·dead(i)=0:fire(i)=0:an(i)=0:v(i)=0
{FiAl} 1580·NEXT
{OtBi} 1590·LOCATE·33,20:PRINT"PRESS·ANY·KEY"
{NrAm} 1600·dead=0
{DkAu} 1610·FOR·i=15·TO·1·STEP·-1
{ExAt} 1620·FOR·so=i·TO·1·STEP·-1
{LxBj} 1630·SOUND·1,0,1,so,,,INT(RND*31)+1
{BwAo} 1640·NEXT·so,i
{EuAp} 1650·CLEAR·INPUT
{JqBi} 1660·IF·INKEY$=""·THEN·1660
{HlAm} 1670·INK·1,24
{CkAw} 1680·MODE·1:CALL·&BC06,&40
{MjAm} 1690·GOTO·180 1
```

COLOUR SCREEN DUMP

Also from Graham French comes a neat colour screen dump utility. It isn't full colour (and as it's in BASIC it's a bit slow), but the results are quite pleasing from a Citizen Swift 9 printer, and it makes good use of the colours provided by that machine. It should also produce neat results on a Star LC 200, so all in all, an invaluable Type-in for colour printer owners.

```
{OwBk} 10·'************************
{AuAs} 20·'**·Colour·Screen·Dump·**
{MwAs} 30·'**··by·Graham·French··**
{KnAw} 40·'**·For·Amstrad·Action·**
{LkBk} 50·'************************
{KvAi} 60·'
{JjBq} 70·MODE·1:INK·0,0:INK·1,26:INK·2,6:INK·3
       ,21:BORDER·0
{HiAt} 80·DEFINT·a-z:DIM·c(3),ik(7)
{OrAu} 90·FOR·n=0·TO·7:READ·ik(n):NEXT
{HsAw} 100·DATA·0,6,11,4,24,15,21,26
{LtAw} 110·e$=CHR$(27):c$=e$+"r"
{LxBj} 120·g$=e$+"*"+CHR$(4)+CHR$(127)+CHR$(2)
{DxBr} 130·LOCATE·7,1:a$="MODE·1·Colour·Dump·Pr
       ogram":GOSUB·430
{GuBr} 140·a$="by·Graham·French":LOCATE·12,4:GO
       SUB·430
{CxAo} 150·PRINT:PRINT
{HuAv} 160·INPUT"Filename·of·screen:",f$
{AqBl} 170·MODE·2:FOR·n=0·TO·3:PRINT"Ink";n;
{NiCn} 180·PRINT":·0:Black·1:Red·2:Blue·3:Viole
       t·4:Yellow·5:Orange·6:Green·7:White"
{NxAt} 190·INPUT">",c(n):PRINT:NEXT
{DjAv} 200·MODE·1:LOAD·f$,&C000:WIDTH·255
{OiBl} 210·LOCATE·1,1:PRINT·CHR$(23);CHR$(1);
{NsAx} 220·FOR·n=0·TO·3:INK·n,ik(c(n)):NEXT
{NqAs} 230·FOR·y=392·TO·0·STEP·-7
{LrAx} 240·PRINT#8,e$;CHR$(65);CHR$(0);
{CsAv} 250·MOVE·0,y-2:DRAWR·640,0,1
{CqAv} 260·MOVE·0,y+9:DRAWR·640,0,1
```

Win £20!

Have you written a crucial program that other readers of AA would find invaluable? We're always on the lookout for good quality listings of all kinds, whether they be utility, game or serious programs.

All submissions must be on 3 inch disk or cassette. A description of the program and how to operate it should be included, as well as any other information that you think will make our lives easier.

Smaller listings stand a greater chance of publication. After all, we only have a certain amount of space to work with, and the smaller they are, the more we can print.

All submissions will be returned on the condition that an envelope marked with your name and address is included (or a sticky label - just as long as we don't have to write them out!).

We offer a £20 cash prize* for each listing we print! So what are you waiting for? Get them sent in! Sent your entries to:

Type-Ins, Amstrad Action, Future Publishing, Beauford Court, 30 Monmouth Street, Bath BA1 2BW.

*As we can only make payments in Sterling, overseas winners will receive a substitute prize.

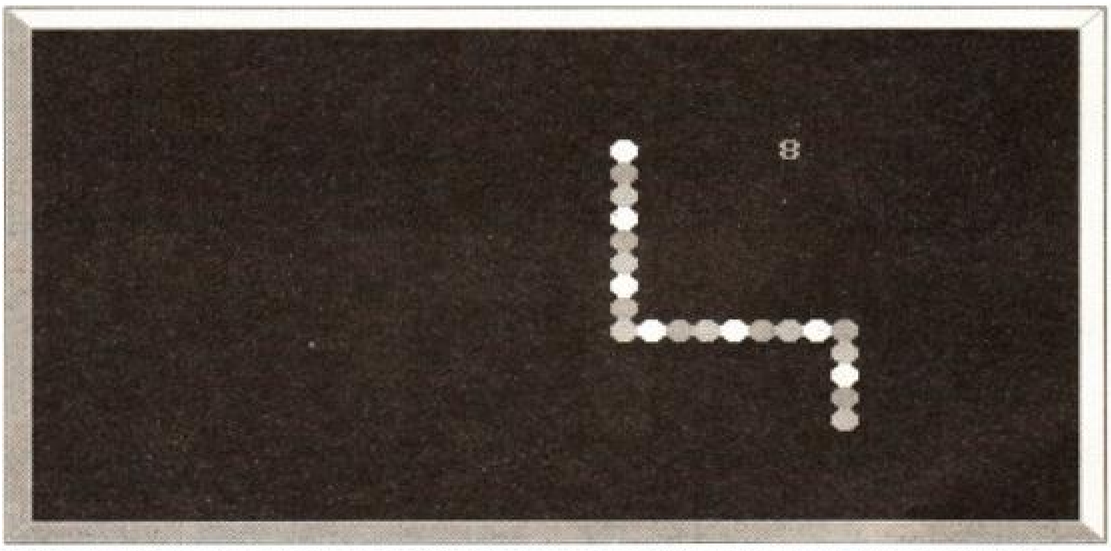
```
{GjAp} 270·FOR·d=0·TO·3
{DoAv} 280·PRINT#8,c$;CHR$(c(d));g$;
{DkAq} 290·BORDER·ik(c(d))
{AiAx} 300·FOR·x=1·TO·639·STEP·2:i=0
{ItAu} 310·IF·c(d)=7·THEN·350
{HsAu} 320·FOR·y1=y·TO·y+6·STEP·2
{PjBs} 330·IF·TEST(x,y1)=d·THEN·i=i+(2↑(y1-
       y))+(2↑((y1+1)-y))
{NlAl} 340·NEXT·y1
{DvBi} 350·PRINT#8,CHR$(i);CHR$(i);:NEXT·x
{MpAs} 360·PRINT#8,CHR$(127);
{IsAq} 370·PRINT#8:NEXT·d
{CjAx} 380·PRINT#8,e$;CHR$(65);CHR$(7);
{PxAm} 390·PRINT#8
{LvAv} 400·MOVE·0,y-2:DRAWR·640,0,1
{FxAx} 410·MOVE·0,y+9:DRAWR·640,0,1:NEXT·y
{AuAv} 420·PRINT·CHR$(7);"Finished.":END
{IlAx} 430·p=1:FOR·n=1·TO·LEN(a$):PEN·p
{LuBo} 440·PRINT·CHR$(24);MID$(a$,n,1);CHR$(24)
       ;:p=p+1
{NxAt} 450·IF·p=4·THEN·p=1
{MjAm} 460·NEXT:RETURN ●
```

SNAKE

Snake comes from Jacob Hotson from Shirenewton in Gwent. One or two players control snakes, which move non-stop around the screen. Numbers appear in the play area, which must be eaten before they vanish. Consuming the numbers causes your snake to elongate, making it tricky to manoeuvre and harder to avoid the deadly screen borders.

In two-player mode, the object of the game changes slightly. You have to cause your opponent to crash by fair means or, more likely, foul. Quite good fun, and nice to look at, it fair takes you back to the old days, so it does!

```
{NlAn} 1·'Snake·v5.0
{IuAj} 2·:
{MpAr} 9·'Enable·SYMBOL·AFTER
{LjBj} 10·POKE·&B735+&4A0*(PEEK(&BB5B)=0),0
{AuBi} 20·MEMORY·&A6FB:SYMBOL·AFTER·255
{DxAw} 30·MEMORY·&8FFF:LOAD"wcode",&A000
{OoAw} 39·'Set·up·sound·&·high·scores
{MxAv} 40·ON·BREAK·GOSUB·1280:DEFINT·a-z
{MtCj} 50·DIM·mc2(16,2),ms2(3),sc(2),a$(8),h(10
       ),h$(10):ENV·5,15,-1,4
{IxBo} 60·fk=1:SOUND·135,4095,1,0:ON·ERROR·GOTO
       ·1410
{AuAn} 70·RESTORE
{FkDo} 80·FRAME:INK·0,0:BORDER·0:MODE·1:GOSUB·1
       310:PEN·2:GOSUB·1400:INPUT"Speed·of·sna
       ke·(0-255)";sp:POKE·&A25B,(256-
       sp)MOD·256
{PnAt} 90·SOUND·1,239,60,15,5
{OpBm} 100·SYMBOL·255,60,126,255,255,255,255,12
       6,60
{NxAv} 110·ENV·1,15,-1,2:ENV·2,8,-1,4
{OjAp} 120·ENV·2,8,-1,4
{GrBk} 130·ENV·4,2,-1,5,2,-1,30,6,-1,15,3,-
       1,20,2,-1,40
{LoBw} 140·FOR·f=1·TO·10:h(f)=220-
       20*f:h$(f)="A.Cheat·and·N.O.Body":NEXT·
       f
{PvAq} 149·'Options·screen
{AmAw} 150·FOR·r=1·TO·8:READ·a$(r):NEXT
{MuDq} 160·DATA·1.·ONE·PLAYER,2.·TWO·PLAYER,3.·
       COMBAT,"4.·KEYBOARD:·Q,A,O,P","5.·KEYBO
       ARD:·Z,X,P,L",6.·JOYSTICK,7.·START·GAME
{GqAs} 170·DATA·8.·CHANGE·SPEED
{GqAo} 180·ks=4:np=1
{OoAs} 190·BORDER·0:MODE·1:GOSUB·1330
{GoAv} 200·GOSUB·1290:PEN·2:LOCATE·14,1
{IxDp} 210·PRINT"LONGEST·SNAKES":PEN·1:FOR·f=1·
       TO·10:LOCATE·2,f+2:PRINT·USING"####·seg
       ments·by·"+h$(f);h(f):NEXT
{KjBn} 220·fx=1:PEN·2:LOCATE·17,16:PRINT"OPTION
       S
{DoBt} 230·a$(6)="6.·JOYSTICK":IF·np>1·THEN·a$(
       6)="6.·Q,A,E,R··&··£,@,<,>
{HmBv} 240·FOR·f=1·TO·8:PEN·3:PAPER·0:IF·np=f·O
       R·ks=f·THEN·PAPER·1
{OjCm} 250·LOCATE·13,17+f:PRINT·a$(f);:IF·np=1·
       AND·f=6·THEN·PAPER·0:PRINT·SPACE$(12);
{LjAk} 260·NEXT
{OwBk} 269·'Play·music·&·wait·for·options
{KnCl} 270·DATA·2,2,3,1,2,2,3,1,2,2,3,1,2,2,3,1
       ,2,151,3,1,4,1,3,1,1,1,3,1,1,1,3,4
{KjAv} 280·IF·fx·THEN·GOSUB·1310:fx=0
{CoAn} 290·GOSUB·1400
{EiAx} 300·a$=INKEY$:IF·a$=""·THEN·300
{LtAr} 310·IF·a$="8"THEN·60
{CrCv} 320·IF·a$="X"·THEN·a$="7":IF·np=1·AND·ks
       <6·THEN·a$="6"ELSE·IF·np=2·AND·ks=6·THE
       N·a$="4"
{MtBi} 330·gst=0:IF·a$<"1"·OR·a$>"7"·THEN·300
{PvAn} 340·nn=VAL(a$)
{HxAs} 350·IF·nn=7·THEN·700
{ItCr} 360·IF·nn>3·THEN·ks=nn·ELSE·npq=np:np=nn
       :IF·np<>npq·AND·npq+np<5·AND·ks=6·THEN·
       ks=4
{LqAl} 370·GOTO·230
{OvAq} 379·'Sound·routines
{HsBo} 380·IF·n=71·THEN·SOUND·1,1,1200,0:n=0:GO
       TO·450
{KoAo} 390·n2=(n/5-n\5)*5
{CrBk} 400·IF·n2=0·THEN·SOUND·1,239,30,15,1,,3
{DsBk} 410·IF·n2=1·THEN·SOUND·1,956,30,15,1,,30
{HpBk} 420·IF·n2=2·THEN·SOUND·1,239,15,15,1,,3
{LmBj} 430·IF·n2=3·THEN·SOUND·1,239,30,15,1,,3
{JkBj} 440·IF·n2=4·THEN·SOUND·1,239,15,0
{NuBl} 450·n=n+1:IF·fk=0·THEN·ON·SQ(1)GOSUB·380
{FsAn} 460·RETURN
{OiCv} 580·DATA·119,30,127,15,142,30,127,15,119
       ,30,142,30,106,90,159,30,142,15,127,30,
       142,15,159,30,190,90,1,30
{IkCv} 590·DATA·119,30,127,15,119,30,106,15,127
       ,30,190,30,142,90,119,30,119,15,119,30,
       142,15,127,30,119,120,1,960
{BuAm} 600·DATA·0,0
{EtAv} 610·IF·ms2(2)>0·THEN·640
{DiBp} 620·ms2(3)=ms2(3)+1:IF·ms2(3)>16·THEN·ms
       2(3)=1
{CsBm} 630·ms2(1)=mc2(ms2(3),1):ms2(2)=mc2(ms2(
       3),2)
{KxBj} 640·IF·ms2(1)=1·THEN·SOUND·2,30,30,0
{BlBl} 650·IF·ms2(1)=2·THEN·SOUND·2,30,15,11,2
{PoBk} 660·IF·ms2(1)=3·THEN·SOUND·2,30,30,11,2
{EtBl} 670·IF·ms2(1)=4·THEN·SOUND·2,30,105,0
{DjBl} 680·IF·fk=0·THEN·ON·SQ(2)·GOSUB·610
{CsAt} 690·ms2(2)=ms2(2)-1:RETURN
{MxAn} 699·'Start·game
{GoBi} 700·fk=1:SOUND·135,239,1,0:GOSUB·1320
{DsCk} 710·sk$="keyboard":sm$="joystick":IF·ks=
       6·THEN·sk$="Q,A,E,R":sm$="£,@,<,>
{DkGv} 720·IF·np<>3·OR·sc(1)=0·AND·sc(2)=0·THEN
       ·760·ELSE·PEN·1:PRINT"The·scores·stand·
       at:":PRINT:PRINT"Player·one·("sk$"),·wo
       n"sc(1):PRINT"Player·two·("sm$"),·won"s
       c(2):PEN·3:PRINT:PRINT"Do·you·wish·to·r
       eset·the·scores·(Y/N)?
{GqAn} 730·GOSUB·1400
{HvBu} 740·FOR·hj=1·TO·1000:aa$=UPPER$(INKEY$):
       IF·aa$=""·THEN·NEXT·hj
{AjBk} 750·IF·aa$="Y"·THEN·sc(1)=0:sc(2)=0
{JlAu} 760·GOSUB·1290:pk=np+(np=3)
{JxAv} 769·'Set·keys·for·machine·code
{IsBn} 770·dr=&8FF0+16*pk:pq$="73727475":GOSUB·
```



● **Slippery, slimyand scaly. That's a fairly reasonable description of a snake. Munch numbers rather than rats and mice in an effort to grow longer and longer. In two-player mode try and out-snake your opponent and make them crash before you do**

```
{MlBt} 470·READ·a,b:IF·a=0·AND·b=0·THEN·RESTORE
       ·520:GOTO·470
{EpBi} 480·v=15:e=4:IF·a=1·THEN·v=0:e=0
{LpAt} 490·SOUND·4,a,b,v,e
{MoBi} 500·IF·fk=0·THEN·ON·SQ(4)GOSUB·470
{AlAn} 510·RETURN
{GmDk} 520·DATA·239,30,159,15,142,30,159,45,1,3
       0,239,30,159,15,142,30,159,15,179,30,15
       9,60,1,30,159,15,179,30,190,45,1,30
{JvDo} 530·DATA·239,30,159,15,179,30,190,45,1,3
       0,239,30,159,15,179,30,190,15,179,30,19
       0,15,179,30,190,15,179,30,159,90,1,30
{PsCw} 540·DATA·119,30,106,15,119,30,127,15,159
       ,30,190,30,142,90,159,30,142,15,159,30,
       179,15,190,30,213,90,1,30
{LuCw} 550·DATA·119,30,106,15,95,30,106,15,127,
       30,142,30,106,90,89,30,89,15,89,30,95,1
       5,106,30,80,120,1,960
{CpDl} 560·DATA·239,30,159,15,142,30,159,45,1,3
       0,239,30,159,15,142,30,159,15,179,30,15
       9,60,1,30,159,15,179,30,159,45,1,30
{NiDk} 570·DATA·239,30,159,15,179,30,159,45,1,3
       0,239,30,159,15,179,30,159,15,142,30,15
       9,15,142,30,159,15,142,30,159,90,1,30
       1390
{JmBr} 780·dr=&9000:IF·ks=4·THEN·pq$="69673427"
       :GOSUB·1390
{ElBo} 790·IF·ks=5·THEN·pq$="36277163":GOSUB·13
       90
{JiCs} 800·IF·ks=6·AND·pk=2·THEN·pq$="69675850"
       :GOSUB·1390:dr=&9010:pq$="26243931":GOS
       UB·1390
{KrDt} 810·IF·pk=2·THEN·PEN·3:GOSUB·1320:LOCATE
       ·1,12:PRINT"Player·one·("sk$")·starts·o
       n·the·left":FOR·a=1·TO·4000:NEXT·a:GOSU
       B·1290
{IqAu} 819·'Display·game·screen
{DlDi} 820·FOR·r=2·TO·14·STEP·2:MOVE·r,r:DRAW·6
       38-r,r,1:DRAWR·0,382-r*2,3:DRAW·r,382-
       r,3:DRAW·r,r,1:NEXT
{PkGo} 830·MOVE·0,0,2:DRAW·14,14:DRAW·14,368:DR
       AW·0,382:DRAW·638,382:DRAW·624,368:DRAW
       ·624,14:DRAW·638,0:DRAW·0,0:DRAW·0,382:
       DRAW·14,368:DRAW·624,368:DRAW·638,382:D
       RAW·638,0:DRAW·624,14:DRAW·14,14
{OlCm} 840·POKE·&9100,13:POKE·&9900,13:POKE·&99
       01,30-INT(RND*2):POKE·&9101,30-pk*10
{NlAw} 850·POKE·&9025,np:POKE·&9026,pk
```

```
{OjDk} 860·IF·np=1·THEN·LOCATE·1,1:PRINT·"SCORE
       :··"1"segments"TAB(23)"BEST:"USING"####
       ";h(1);:PRINT"·segments
{EiCq} 870·IF·np=2·THEN·LOCATE·1,1:PRINT·"1UP:·
       ·"1"segments"TAB(23)"2UP:··"1"segments
{PjAv} 880·INK·1,14:INK·2,16:INK·3,25
{AmBi} 889·'Play·game·then·sort·scores
{FjCv} 890·CALL·&A000:f=PEEK(&901F):s(1)=PEEK(&
       9009)+256*PEEK(&900A):s(2)=PEEK(&9019)+
       256*PEEK(&901A)
{HwEl} 900·PEN·3:IF·np=1·THEN·LOCATE·1,1:PRINT·
       "SCORE:"USING"####";s(1);:PRINT"·segmen
       ts"TAB(23)"BEST:"USING"####";h(1);:PRIN
       T"·segments
{KtEi} 910·IF·np=2·THEN·LOCATE·1,1:PRINT·"1UP:"
       USING"####";s(1);:PRINT"·segments"TAB(2
       3)"2UP:"USING"####";s(2);:PRINT"·segmen
       ts
{NoAn} 920·GOSUB·1400
{DuAt} 930·IF·np=3·THEN·1190
{MwAr} 940·FOR·a=1·TO·5000:NEXT·a
{LlAr} 950·GOSUB·1290:GOSUB·1330
{CrAt} 960·fg=2:FOR·kk=1·TO·pk
{NkAu} 970·IF·s(kk)<h(10)·THEN·1170
{KtAn} 980·GOSUB·1290
{MiCm} 990·IF·np>1·THEN·IF(pk=2·AND·kk=1·AND·s(
       1)<s(2)AND·s(kk)<h(9))·THEN·1170
{HvBk} 1000·FOR·f=10·TO·2·STEP·-1:IF·s(kk)>h(f-
       1)THEN·NEXT
{NkBx} 1010·FOR·g=10·TO·f+1·STEP·-1:h$(g)=h$(g-
       1):h(g)=h(g-1):NEXT·g
{IrBx} 1020·h(f)=s(kk):h$(f)="":IF·pk=2·THEN·h$
       (f)=RIGHT$(STR$(kk),1)
{KjBp} 1030·GOSUB·1290:PEN·2:LOCATE·14,1:PRINT"
       LONGEST·SNAKES
{ErCx} 1040·PEN·1:FOR·g=1·TO·10:LOCATE·2,g+2:PR
       INT·USING"####";h(g);:PRINT"·segments·b
       y·"h$(g):NEXT
{GrDj} 1050·PEN·3:LOCATE·1,16:PRINT"Congratulat
       ions,·you·have·one·of·today'slongest·sn
       akes.·Please·enter·your·name.
{ErEn} 1060·IF·np=2·THEN·LOCATE·1,16:PRINT"Cong
       ratulations,·Player"STR$(kk)",·you·have
       ·one";"of·today's·longest·snakes.·Pleas
       e·enter·your·name.
{AuBl} 1070·GOSUB·1400:PEN·1:LOCATE·19,f+2
{GkAr} 1080·GOSUB·1310:h$(f)=""
{EuAq} 1090·CALL·&BB8A
{ClBk} 1100·a$="":WHILE·a$="":a$=INKEY$:WEND
{JpBi} 1110·a=ASC(a$):IF·a=13·THEN·1150
{IrDu} 1120·IF·a=127·THEN·IF·LEN(h$(f))THEN·CAL
       L·&BB8A:PRINT·CHR$(8)CHR$(16);:h$(f)=LE
       FT$(h$(f),LEN(h$(f))-
       1):GOTO·1090·ELSE·1100
{NkBk} 1130·IF·a<32·OR·LEN(h$(f))>20·THEN·1100
{ErBl} 1140·h$(f)=h$(f)+a$:PRINT·a$;:GOTO·1090
{PjDm} 1150·PRINT"·":GOSUB·1300:h$(f)=UPPER$(LE
       FT$(h$(f),1))+MID$(h$(f),2):LOCATE·19,f
       +2:PRINT·LEFT$(h$(f),1)
{AnBp} 1160·LOCATE·1,16:PRINT·SPACE$(120):fg=1:
       GOSUB·1300
{KnAk} 1170·NEXT
{DvAr} 1180·ON·fg·GOTO·220,200
{AnBn} 1190·f=3-
       f:LOCATE·1,1:PEN·1:PRINT"Player"f;
{GwAq} 1200·sc(f)=sc(f)+1
{DoBo} 1210·IF·f=1·THEN·PRINT"("sk$;ELSE·PRINT"
       ("sm$;
{BiAq} 1220·PRINT")·won"
{AtAv} 1230·FOR·a=1·TO·5000:NEXT:GOSUB·1400
{BwAo} 1240·GOSUB·1320
{GvEj} 1250·LOCATE·1,1:PEN·1:PRINT"The·scores·s
       tand·at:":PRINT:PRINT"Player·one·("sk$"
       ),·won"sc(1):PRINT"Player·two·("sm$"),·
       won"sc(2)
{FnBt} 1260·a=0:GOSUB·1400:WHILE·INKEY$=""AND·a
       <3000:a=a+1:WEND
{JrAn} 1270·GOTO·190
{GkAn} 1280·RUN·40
{NxAw} 1289·'Palette·changing·routines
{CxAn} 1290·MODE·1
{ApBj} 1300·INK·1,0:INK·2,0:INK·3,0:RETURN
{DvBj} 1310·INK·1,6:INK·2,15:INK·3,24:RETURN
{KqBj} 1320·MODE·1:INK·1,2:INK·3,20:RETURN
{AuAu} 1329·'Sound·initialization
{KxAq} 1330·fk=0:RESTORE·270
{LsAv} 1340·FOR·f=0·TO·3:ms2(f)=0:NEXT
{OvBs} 1350·FOR·f=1·TO·16:FOR·g=1·TO·2:READ·mc2
       (f,g):NEXT·g,f
{OoBn} 1360·SOUND·63,1,10,0:ON·SQ(2)·GOSUB·610
{JjBj} 1370·SOUND·1,1,600,0:SOUND·4,1,480,0
{MiBp} 1380·n=1:ON·SQ(1)GOSUB·380:ON·SQ(4)GOSUB
       ·470:RETURN
{ExBu} 1390·FOR·f=0·TO·3:POKE·dr+f,VAL(MID$(pq$
       ,f*2+1,2)):NEXT:RETURN
{CoAw} 1400·WHILE·INKEY$<>"":WEND:RETURN
{IuAr} 1410·sp=150:RESUME ●
```

6128 EMULATOR

Listen up all you 464 owners: someone has come up with a handy 6128 command emulator – should ease some of your Type-In worries. It's from Graham French of Brightlingsea in Essex. Once the program is run it installs itself in the machine, and sets up RSXs which can be used from BASIC. The commands you need are listed below. You'll find the right colour and screen co-ordinates in your manual. There, couldn't be simpler, could it?

|FILL, *pen*, *xstart*, *ystart*
|GRAPHICS.PEN, *pen*
|GRAPHICS.PAPER, *paper*
|COPYCHAR, *@strings$*
|FRAME
|CODE

All of the words in italics should be replaced with the figures you wish to use for those commands. Again, you should check your manual for the right numbers. It isn't exactly foolproof, but it may help the odd 6128-only Type-In work on a 464.

```
{DqBr} 10·'*******************************
{KmAv} 20·'**·6128·Command·Emulator·v1··**
{AsAw} 30·'**·By·Graham·French·(3-3-91)·**
{AnAv} 40·'**·····For·AMSTRAD·ACTION····**
{PuBq} 50·'*******************************
{KvAi} 60·'
{CpAt} 70·a=&8000:lin=240:gtot=0
{JwBk} 80·READ·a$,chk$:IF·chk$="*"·THEN·140
{CpBj} 90·tot=0:FOR·b=1·TO·LEN(a$)·STEP·2
{HuBi} 100·v=VAL("&"+MID$(a$,b,2)):POKE·a,v
{JrAt} 110·tot=tot+v:a=a+1:NEXT
{KtCk} 120·IF·tot<>VAL("&"+chk$)·THEN·PRINT·CHR
       $(7)"Data·Error·in·line";lin:END
{LxAx} 130·lin=lin+10:gtot=gtot+tot:GOTO·80
{NpCl} 140·IF·gtot<>73417·THEN·PRINT·CHR$(7)"Ch
       eck·data·-·wrong·no.·of·lines!":END
{FqAl} 150·MODE·1
{FoAx} 160·PRINT"|FILL,pen,x,y":PRINT
{OjBq} 170·PRINT"|GRAPHICS.PEN,pen····(|GPEN,p
       en)":PRINT
{LxBs} 180·PRINT"|GRAPHICS.PAPER,paper·(|GPAPER
       ,paper)":PRINT
{HmBn} 190·PRINT"|COPYCHAR,@string$····(|CCHR,@
       s$)":PRINT
{AiAr} 200·PRINT"|FRAME":PRINT
{FiAw} 210·PRINT"|CODE,@string$":PRINT
{NuBu} 220·LOCATE·13,14:PRINT·CHR$(24)"·ARE·NOW
       ·ACTIVE·"CHR$(24)
{LwAw} 230·LOCATE·1,16:CALL·&8000:END
{FmBi} 240·DATA·010980216480C3D1BC2680C3,·548
{GqBl} 250·DATA·C780C36880C37380C37E80C3,·72C
{DnBn} 260·DATA·B080C36880C37380C3B080C3,·747
{KxBi} 270·DATA·8D8046494CCC475241504849,·46F
{DjBk} 280·DATA·43532E5045CE475241504849,·3E2
{CnAw} 290·DATA·43532E50415045D24652414D,·3E2
{IuBl} 300·DATA·C5434F505943484 1D2475045,·47A
{HkBl} 310·DATA·CE4750415045D2434348D243,·4F0
{MrBi} 320·DATA·4F44C5000000000000FE01C281,·39A
{BiAx} 330·DATA·80DD7E00C3DEBBFE01C28180,·6F9
{GvBi} 340·DATA·DD7E00C3E4BBC319BD212F82,·628
{BiBn} 350·DATA·7E23B7C8CD5ABB18F7FE01C2,·6D2
{OpAx} 360·DATA·8180DD6601DD6E004E237EEE,·56D
{NxBj} 370·DATA·46EE72EE65EE6EEE63EE68EE,·7EA
{JvBn} 380·DATA·79EE21772310EBC9FE01C281,·628
{IuAx} 390·DATA·80DD6E00DD66013601237E23,·40A
{AlBk} 400·DATA·666FCD60BB77C9FE03C28180,·6C1
{EoBj} 410·DATA·DD7E04DDE5E1115284010400,·4EE
{PsAv} 420·DATA·EDB0ED5B54842A5284F5D5E5,·76C
{DrBj} 430·DATA·CDF0BBDD214F82DD7700E1D1,·74D
{KwBj} 440·DATA·F1DDBE00C8CDDEBBCD11BC3E,·792
{ClBl} 450·DATA·0438063E0228023E01DD7701,·240
{GlBm} 460·DATA·FD215182CD0E82FDE5E11152,·674
{AjAw} 470·DATA·82B7ED52DA0D82FD6600FD2B,·66C
{JiBi} 480·DATA·FD6E00FD2BFD5600FD2BFD5E,·669
{CjBi} 490·DATA·00FD2BD5E5CDC0BBE1D1D5E5,·896
{OrAw} 500·DATA·1600DD5E01D5210000CDF3BB,·4C3
{CnBk} 510·DATA·C1E1D1DDBE002012EBE509E5,·6FE
{NjBi} 520·DATA·018002ED42C1E1EB30045059,·51C
{MpBi} 530·DATA·18D8DDCB02CEDDCB02C6D5E5,·792
{AsBk} 540·DATA·CDC0BBE1D1D5E51100002100,·5E6
{IvBi} 550·DATA·00CDF3BBE1D1DDBE00C20A82,·716
{KrBl} 560·DATA·CB7AC20A82D5E5CDEABB1100,·6D0
{EuBi} 570·DATA·00210200CDF3BBC1D1218D01,·4DF
{OiBj} 580·DATA·B7ED4260693004DDCB028EDD,·5F8
{GmAx} 590·DATA·BE002800DDCB02CE1811DDCB,·52F
{DwBj} 600·DATA·024E280B2323CD0E822B2BDD,·359
{MtAw} 610·DATA·CB028ED5E511000021FCFFCD,·60F
{JiBk} 620·DATA·F3BBE1D1010200B7E5ED42E1,·70F
{FoBi} 630·DATA·3004DDCB0286DDBE002806DD,·50A
{BwBi} 640·DATA·CB02C61811DDCB0246280B2B,·40A
{EqBj} 650·DATA·2BCD0E822323DDCB0286EBDD,·5C6
{KvAw} 660·DATA·4E010600B7ED42EBD5E5CDC0,·66D
{FmBj} 670·DATA·BBE1D1C36D81C30F81C9E5FD,·81C
{HsBl} 680·DATA·E5E1014E84B7ED42E1D0FD23,·750
{EvBl} 690·DATA·FD7300FD23FD7200FD23FD75,·691
{DiBi} 700·DATA·00FD23FD7400C94572726F72,·564
{DlBk} 710·DATA·3A2057726F6E67206E6F2E20,·3B2
{GoAx} 720·DATA·6F6620706172616D65746572,·4B6
{MsAt} 730·DATA·730700000000000000000000,·07A
{BpAr} 740·DATA·000000000000000000000000,·* ●
```

AA

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HELPLINE

Feeling helpful? Just send your name, address, phone number (say if you don't want it printed) and subjects on which you're offering help to: *Helpline*, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP. Please write on a postcard or the back of a stuck down envelope and keep it short or you won't get in (or you'll get cut to 'loadsagames').

If you want help contact the appropriate Helpliner – not us. By post include a self-addressed, stamped envelope for the reply – or you won't get one. And phone only in decent hours!

Piracy is not welcome: don't try it, you'll get booted off. Keep it legal. And if you receive SAE's, for heaven's sake return them with some acknowledgement. Finally, if you want to come off *Helpline* just write in and say so.

● Due to the huge response for the Helpline page, we're having to cut down on the size of individual entries. So from now on, please quote only your first name and a phone no. That way, you'll be more likely to get in...

Does anyone want to give away any old good working games for free, or for *AA54*, which contains the solution to *Fantasy World Dizzy*, or for *AA64*. Especially want *Emlyn Hughes Int. Soccer*, or *Kick Off 1*.
Tel 01 672 1330

Wanted: *ACUs* from Oct '88 to Jan '89, also April '89, May '89, Aug '89 and Sept '89. Will also buy *AAs*, CWTA and Amtexs.
Tel Kev on 0623 640586

Wanted: *Turrican, Bloodwych, Castle Master, Barbarian 2*, will swap for any of the following: *Robocop, Dan Dare 3, Run the Guantlet, Untouchables* or *Operation Thunderbolt*. All for use on 6128. Also wanted: Multiface 2 for about £25 ish. Anybody have cheats for *Rainbow Islands* or *Batman the Caped Crusader*?
Tel Michael on 081 551 0748

Wanted, female penpals aged 17-25. I own a 464 and will give help to anyone who needs it on *The Bard's Tale*.
Tel Dave on 0827 54964

Does anyone want to swap 3 of these games, *Bigfoot, Ace 2, Theatre Europe, Captain Blood* and *Mini Office* for *Midnight Resistance, New Zealand Story, Robocop*, the *Dizzy Collection* or *Rainbow Islands*. Also wanted: penpals 10-12 with 464.
Tel Mathew on 09948 289

Wanted: Program ideas in BASIC on how to put a house floor plan and then change. Will exchange ideas. I have a 464 cassette only.
Tel Mr. M. Stocking on 0279 53451 (evenings)

Where can I get original *Elite* on disk for the 6128? Also wanted: a DKtronics real time clock for a 6128 as well as the CPC6128 Basic spec (soft 967), & *AA41* to borrow to photocopy article about undocumented Z80 op codes.
Tel Tony on 0452 612234

Guantlet 2 and *Target Renegade* desperately wanted!!!
Tel Kam Lon Tang on 0908 321097

Wanted: *Aliens, Altered Beast, Midnight Resistance, New Zealand Story, Operation Wolf, Rainbow Islands, Rick Dangerous 1* and *Wonder Boy*. Will swap for*Batman, Olli and Lisa, Pro Ski Sim, Blade Warrior* or *Spindizzy*.
Tel David on 0737 768337

Penpals wanted aged 10-13. Must own CPC464. Also help given on *Elite* and *Laser Squad*. Help wanted on *Bloodwych* and *Fantasy World Dizzy* and maps and pokes on any game.
Phone Neil on 0206 395237

Wanted: Multiface 2, will swap for MP2 modulator. Also *AAs 1-29*, will swap for games or poss buy.
Tel. 041 881 7268

Can anyone help me on the last level of *Rick Dangerous II*? A big fat green man gets into a floating thing and shoots you with green balls. How do I get past him?
Tel James on 0709 873741

Please could someone help, I'm stuck on *Castle Master2* for the 6128 disk, I'm getting desperate.
Tel. 0703 702598

Has anyone got *Bard's Tale* or *Times of Lore* on tape to swap for 4 adventures including *Smashed* and *Kobyashi Naru*. Also wanted, *Cabal* and *Shadow Warriors* by Ocean, or *Escape from the Planet of the Robot Monsters* by Domark on tape for 11 games including *Nemesis, Twin Turbo V8* and *Dizzy*. All on cassette, must be originals, fully boxed with instructions.
Tel Gary on 0228 74295-weekends only

Wanted: *Little Computer People* for 6128 Disk. Please help – good price paid.
Tel Jon on 0235 522455

Will anyone send me *Dizzy1* and *Dizzy2* on cass in exchange for *F-15 Strike Eagle* on disk?
Tel Derek on 0292 311333

Wanted: *Back to the Future* and *Star Trek* on cassette, will exchange for games like *Red Heat, Running Man* and more, or pay fair price.
Tel Gordon on Bedworth 312591 after 4pm

Wanted: *AAs 1-29*, swap for games or possibly buy. Also wanted: Multiface 2, will swap for 8 games – send for list to choose from (includes *Bard's Tale, Laser Squad, Vulcan, FM2*) Will Marcus Widdicombe please get in touch – I've lost your address.
Tel David on 041 881 7268

Help wanted from anyone who is familiar with Gilsoft's *PAW*.
Tel Mr. O.C.Powell 0734 483087 5pm-9pm

OI!

Helpline **is for readers wanting help, tips or penpals, or offering any of the above. No money is to change hands, OK? This page is for *free* help only. If you send in an entry asking for money for your services you're wasting your time and a stamp – it'll be straight in the bin. On the other hand, send in a cheque for £5 and you could go in *Small Ads*...**

Help given on *The Bard's Tale* and machine code – from the sewers to Mangar's Palace – fromRSXs to sprites... I'm your man!
Tel Adrian on 0475 33633

Will pay up to a quid each for *AAs 55* and *63*. Also, I would like a penpal from 10-13 to swap pokes and cheats. Must have CPC 464 and cassette.
Tel Colin 0292 70929

Help desperately needed on *Tir Na Nog*.
Tel Mr. D.J.Gahan 0432 341185

Hi! Penpal wanted-12+ also ahs anyone got *APB* cass? Will swap for *X-Out, Quartet* and *Spy Hunter* or many others. Has anyone got the *AA56* cheat mode book, will buy, or swap for games.
Tel Dominic on Cramlington 730377

Please, has anyone got an old copy of *E-Motion* on disk they don't want? I will pay a reasonable price.
Tel Timothy on 0689 829451 (between 5 and 8pm)

"Hi there!" 29 year old male, looking for female penpals, who can help with adventures and *Dizzy*. Photo please. I own a 464 with Multiface 2 and "Disk Drive"
Tel Paul on 0533 376544

Wanted: *GAC* and *Bards Tale* and any home-made adventures (tape only).
Tel Colin on 0271 830817

Urgently rquired, cheats on disk for *Shadow Warriors* and *Sly Spy Secret Agent*. Anybody willing to sell *Afterburner* and *Roadblasters*? Reasonable price paid.
Tel. Mr. Williams on 0243 773940

Free broken printer! Amstrad DMP 2000 stopped printing: one line of dots. If you would like it for parts/reconditioning, also old *AAs*, some with cover cassettes, free if collected.
Tel Moira on 0962 861123

I am attempting to set up a PD library. All advice, software etc, very welcome.
Tel Ben on 0732 353726

Help! I can't get past level 2 of *Switchblade* (cartridge).
Tel Ben on 073 790502

Wanted: *Return Of The Jedi* on disk, will swap for *Out Run, GI Hero, Tournament of Death* & *Road Blaster* on tape. Also wanted, the password for *Bubble Bobble*.
Tel D. Grendan on 021 744 5368

Wanted, *DBase II* for the 6128, any information in tracking down this program gratefully received.
Tel J. Harrison on 0270 662772

I have back issues 21,29,31,37-63 of *AA*, and I also have over 2,000 pokes. Lastly, does anyone have any American Football games, especially *Head Coach*, that they are willing to swap for pokes, back issues, or part with for a sensible price? All games must be on disk.
Tel Mark on 0892 544282

12 year old male, seeks penpal interested in adventures and serious software. Help offered on *Ingrids Back*.
Tel Robert between 5-7pm on 081 668 8525.

CPC 464 owner would like help with *AA* type-ins, also wants to buy a Multiface 2.
Tel Simon on 0332 222801

Help me! I am desperately looking for Infocom games for CPC6128, also old Romantic Robot/Devonshire House title called *Wriggler* – tape or disk (reviewed in *AA*, January 1986).
Tel Nicholas on 0245 267 908

Free for all

Caroline Lamb takes her regular look at the Public Domain Scene. This month she gets round to answering some of your letters and takes a look at some pretty impressive graphics...

I start this month's *Free for all* with an apology to all of you who have taken the trouble to write to me over the last six months and have heard nothing since. Don't shoot...!

I did not I deliberately set out to be rude and ignore you all, but it seems that a small version of the Bermuda triangle appeared somewhere in the journey between *AA*'s sorting office and my desk.

A couple of weeks ago all the hundreds of letters and disks that had been sent to me over the last six months arrived, all in one go, on my desk in a massive box. Needless to say, I've been ploughing through the letters ever since and I'll try to catch up with the replies over the next few issues of *AA*.

Looking on the bright side, at least I know that there are lots of people who are reading *Free for All* – I was beginning to feel distinctly lonesome and unloved!

WHERE TO GO

• The CP/M User Group, 43 Birkbeck Road, Wimbledon, London SW19 8NZ. The best CP/M user group in the UK and they have lots and lots of quality PD. Bung them a few quid for a copy of the latest newsletter.

• DW Software, 62 Lascelles Avenue, Withernsea, North Humberside HU19 2EB. DW is the source of, amongst other things, a marvellous WIMP environment desktop, as well as an gargantuan grab bag of other quality programs. Six clams will get you a PD disk bulging with software.

• Penguin software Library, Ruxley House, 28 Mount Hermon Road, Woking, Surrey, GU22 7UH (0483 763223). This is a new Library run by Dave Carter which has managed to gather together a very impressive list of PD programs from various sources including some programs that Dave has written himself. If you want to p p p pick up a p p p penguin disk phone Dave on and ask him to send you a copy of his one page newsletter. Each Penguin disk costs 50p for a single side and £1 for two sides. If you want Penguin to supply the disk, then bung on another £3 for every disk you order.

• The Public Domain Software Library, Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL, Tel: 0892 663298. Send SAE for free C/PM catalogue.• The Pussycat Bulletin Board (V21, V22, V22bis and V23) on 061 236 0351 available 24hrs a day, is a new bulletin board which deals specifically with matters CPC, CP/M and PCW. There's loads of downloads available and no registration fee required (can't be bad!)

• Robot PD Library, 2 Trent Road, Oakham, Rutland, LE15 6HF. Robot has mostly Amsdos programs which include a good range of demos, games and utilities in its list. Send 45p, a blank formatted disk and a SAE for some sample programs or if your one of those retiring cautious types who consider the idea of sending 45p off to an unknown address absolutely outrageous, you can simply send an SAE for a free catalogue. Cassettes are also available, once again send an SAE for a free catalogue

• Scull PD Library. A new library run by Alan Scully up in sunny Glasgow. Software is available on both cassette and disk, and although the library's pretty new, there's already an impressive catalogue of wares. Two cassettes-full will set you back 50p + stamped SAE + blank cassettes, £1 + stamped SAE + blank disk will get you two sides of software. Write to Scull PD Library, 9 Barra Wynd, Broomlands, Irvine KA11 1DB.

• TUG II 0905 775191 V21/22/22bis/23 8N1. A bulletin board with a lively CPC section and a large amount of downloadable code. The board operates for 23 hours a day (what's this guy doing for the other hour?), so you should be able to make contact.

• UAUG (United Amstrad User Group), 67 Nursery Fields, HYTHE, Kent CT21 4DS. Loads of software, including *AA Type-ins*! And the group provides stuff on tape, too. £3.50 and an SAE gets you a disk full of sample programs.

• WACCI UK, 9 South Close, Twickenham TW2 5JE. Telephone 01 898 1090. As well as being a public domain library, WACCI is a fanzine of truly singular quality. Bung a quid and a half to 9 South Close and you'll receive a smaple issue with the PD lists contained therein.

WARP 10 SCOTTY

Obviously it's going to take ages to reply to all this mail but here are a few quickies that I've grabbed out of the box at random.

To John Hudson, who wrote to tell me that the CP/M User Group has not only changed its name to the CP/M and MS-DOS Users' Group but has also moved to: **43 Birkbeck Road, Wimbledon, London SW19 8NZ**.

Thanks for the information, John. As you can see I've updated this month's 'Where to go' box accordingly.

To Dave Wellock, who asked where he could get a copy of the Printed Circuit Board designer program (*PCB Draft*) that I reviewed a few issues ago. It's only available from WACCI, Dave. (See the 'where to go' box.)

To Ian Hoare (the hairy producer of the *Cage Comms* ROM), who sent me a very long letter, I never said that Public Domain programs won't run on 464s, of course they can, as long as they are running the relevant version of CP/M. Keep trimming the beard Ian.

Thanks also to Dave Long for writing and telling me that the CS/DL PD Library, which I mentioned many months ago, has changed its name to Demon PD and that it can be reached at: **47 Hilton Avenue, Hall Green, Birmingham B28 0PE**.

And finally, a quick 'sorry' to MIKERO PD, which sprang up, flourished briefly, and came to an untimely end, all within the time that the *AA* version of the Bermuda triangle was active.

THE UNITED AMSTRAD USER GROUP

Another victim of the postal drought was The United Amstrad User Group. The good news, for 464 users, is that UAUG can also supply its PD software on tape.

The UAUG has a large selection of software that covers a wide range of CP/M and Amsdos programs, *AA Type-Ins* and cover tape programs. It also has lots of text files, including the *Amstrad Action Collection – 'Games Reviews 1985-90'*, a comprehensive index for Amstrad magazines (in *Masterfile* format,) telephone exchanges in alphabetical order, telephone codes (enter code to determine Exchange name,) STD codes in numerical order and a tourist guide of Wales!

Apart from the programs that I've already seen included in other PD libraries, I can't personally review their programs because I've only been sent a disk with the UAUG catalogue on it. I'm going to send off five blank disks tomorrow because there's some stuff that I've not seen yet.

So it seems that the most sensible thing that a CPC/Plus owner could do this month is to send UAUG a few blank disks and a good padded envelope, enclose some return postage stamps and a self-addressed gummed-label and ask for

GET IN TOUCH

If you are running a Public Domain library, write to me here at the *Amstrad Action* office and tell me all about it. If you want me to review some of your library's programs (think about the freej1 publicity) send them in on a 3-inch disk and I'll have a look. But (and this is a biggy BUT) if you want your disk, returned please scribble your name and the return address clearly on the disk label, not the case label. (Don't send me disk cases, they tend to get lost.)

You don't have to be running a Public Domain Library to get in touch with me personally either. Anybody can write in and tell me about their experiences with PD programs, the libraries that supply them or the back-up service provided.

I'd be especially interested to hear from anyone who has written, or plans to, write a program for the Amstrad PD scene.

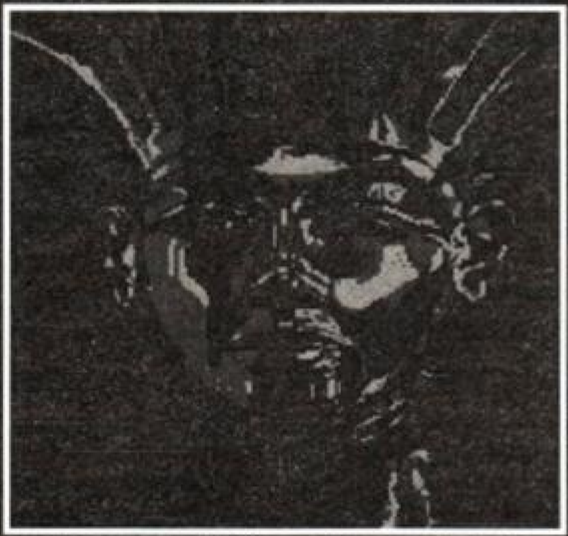
LIBINDEX firstly (the catalogue) and then whatever they care to bung on the remaining disk space. If you don't wish to supply disks then send a cheque or PO for £3.50 made payable to the United Amstrad User Group. This will cover the cost of the disk plus postage and packing and TWO sections of the library. Then send disk requests to: **Richard Sergeant, UAUG PD Librarian, 67 Nursery Fields, HYTHE, Kent CT21 4DS.**

If you want to have some UAUG software sent to you on tape then you only need to send four first class postage stamps to: **Gordon Woolisoft, UAUG Tape PD Librarian, 2 Wrenbeck drive, Otley, West Yorkshire LS21 2BR.** He will send he will send you three tapes which you can then copy but the condition is that you must return them within two weeks.

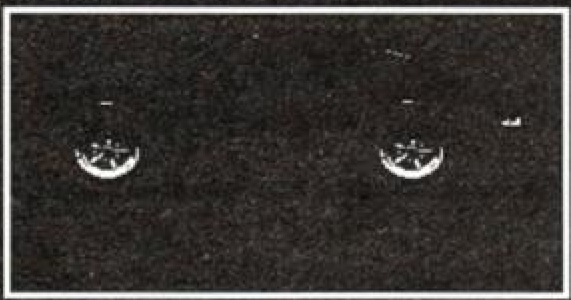
NOT ONLY...

Dave Carter has also taken the first step in becoming a publisher, and produced a 12-page, A5 format quarterly catalogue called PS News. Not only does it have details of the disks you can order from Penguin Software, it also contains News, Comment, Competitions, a Software Top-Ten chart and free screen-photographs.

It only costs 50p and in some ways it's better value than the usual PD Newsletters. Send an SAE (that's A4-sized) plus 50p (OK, stick in some more pennies if you feel generous).









Amiga graphics on the CPC!

Hands up everyone who likes to see high-quality graphics and artwork screens on their Amstrad? Hmmm let's see... I count that somewhere between... a bit more than 6 and slightly less than 31,000.

Of course, we all know that certain other computers that cost a whole humungous lot more than our Amstrads can produce totally hoopy hi-res pictures but did you know that you can get something that produces graphics that are nearly as good as 'Ameagre' ones?

Amiga Graphics is a new disk available from Penguin Software and is produced by David Carter. The screens on this disk are digitized pictures from an Amiga. In some cases, David's had to enlarge the artist's logo or a title on some of the pictures, but otherwise they're completely unaltered! This disk is Public Domain, which means it can be freely copied and distributed – but if you run your own PD library and are planning to include the disk in it, then all David asks is that you don't split it up, just supply it as-is.

There are a total of 49 screens in all – it's pretty amazing to cram all those full screen files on a disk which is only supposed to hold 20 at most!









Reaction

Welcome to another four pages of readers letters, answered by the ed, Rod Lawton. Sorry, but we can't print all your letters. We usually get about four or five times as many as we have space to print. Rest assured, though, that even if we don't print all your letters, we do read them all...

Just a couple of tips if you're thinking about dashing off a line - don't say "please, please, please print this letter", because it doesn't make any difference (it just makes Rod feel guilty for about 2 seconds). And don't enclose an SAE. There's no time, unfortunately, for personal replies. If we can help you, we'll do so in print.

If you do want to get your views into print, write to: ***Reaction, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW.***

Help the console!

After recently purchasing an Amstrad Console I have found it impossible to acquire a compatible analogue joystick. IBM-compatible analogue joysticks will activate the Fire button mechanisms through the analogue port but nothing else.



Would *Amstrad Action* or any of its readers know of a compatible analogue joystick and where to acquire one, or some sort of interface?

I dare to think that Amstrad have dropped a bit of a clanger by fitting the console with an analogue port and failing to provide a suitable joystick/interface/info. Did Amstrad just bolt it on as an afterthought?

The second point about the console I would like to make is the lack of 'original' titles. Does Amstrad think that it is really going to impress by re-packaging existing CPC software, i.e. *Batman, Operation Thunderbolt, Klax* etc, by merely souping it up slightly – i.e. new title screen etc – and re-releasing on cartridge format?

I fear that if the quality and availability of GX4000 software does not improve the console will die an early and undeserved death. High Street retailers/chain stores are already reluctant to stock the console in a market already dominated by Sega and Nintendo. The lack of many 'quality' releases does not help the GX4000's cause.

I'm not saying all console games are bad. Ocean's *Navy Seals* is a great example of the machine's potential, and every release should be up to this standard. Gremlin's *Switchblade* is also pretty good.

Dixons are a prime example of how not to market the console. Their after-sales service leaves much to be desired as they seem only to be interested in the initial sale, leaving the supply of decent games to the specialist software retailers (having said that, the computer shop I work in refuses to stock GX4000 games).

So come on all you High Street chains/console programmers, give the GX4000 the support it needs.

Edwin Armstrong
Renhold, Bedford

Rod: I agree entirely with your points about cartridge availability. The lack of titles in the shops over Christmas will have had a crippling effect on console sales – how many people are going to buy a console they can't get games for? And to think that Amstrad was promising months before that no fewer than 12 games would be available on the machine's release! Amstrad even had demos of all twelve up and running, so what's happened to the production versions is anybody's guess. Not surprisingly, Amstrad is washing its hands of the whole affair, blaming the software publishers for non-availability of games. They, in turn, are taking a long, hard look at console sales before committing themselves. The whole thing has been a vicious circle. In the midst of all this, the retailers already have a wide range of – successful – other machines to choose from, and they don't lose anything by dropping the new Amstrads. To my mind, Amstrad needs to work hard at restoring dealer confidence and maintaining links with the software industry. Otherwise the GX4000 could well sink without trace as the various parties concerned keep blaming everyone else.

Analogue joysticks for the GX4000? It may well be that your IBM-compatible 'stick will work, but we'll never know until somebody writes some 'analogue' software. We suspect that a game would require special routines to support analogue control, and currently none do.

A pat on the back

I often read in your magazine (which I think is great) letters from people who complain about poor service, or being ripped off by mail order companies. So I thought that I would show the other side of the picture.

I bought a Powerplay joystick from my local computer shop last July and had hours of stick waggling fun until February of this year, when I found that I kept getting zapped because the Fire buttons were not working properly.

I parcelled the joystick up and sent it to Powerplay in Oldham at lunchtime on Monday morning, resigning myself to days of keyboard-bashing, when to my amazement, first post Thursday morning there was my favourite waggle stick returned as good as new again. We hear so many moans about poor service that I thought I would let your readers know that there are still some good companies out there. Well done Powerplay.

Keith Adie
(Address unknown)



● Joystick makers Powerplay have a fan in Keith Adie – his broken 'stick was returned in days.

Eight steps to success...

'Yippee !!!!!!!', I thought to myself as I read through *AA66*. Why all this excitement, I hear you ask? Well, it's because you're going to put a covertape on the front of my beloved *AA*. You've finally made a move, after a few months of not really going anywhere. BUT (and this is a gigantic BUT) please don't let *AA* become a

games magazine, else it'll die like the Spectrum is doing now. I know games play a big part in computers, but you can always have too much of a good thing (as my mother says), and eventually people get bored of games and move on to fresher fields, so here's the James Neill guide to *AA* success.

1. Don't review crap games, they're a waste of space (lets be ruthless). No one will buy a game which scores 50% if they can get a game like *Turrican* or *Rick Dangerous II* for the same price. That reminds me, is *Turrican II* coming out for the CPC ?
2. Keep a good balance between games and serious software.
3. More PD reviews.
4. Stop the sexism. Full stop. End of story.
5. A computer-related joke column in *AAfterthought*. Here's one to get you going:

Have you noticed that all the great computers start with an 'A'
The Amiga, best 16-bit
The Amstrad CPC, best 8-bit
The Apple Mac, best DTP machine
The Arc, best education machine
The Atari ST... well there's always the exception to the rule

6. Increase the standards for *Type-ins*, some of them are really shabby. It's not fair for people wanting to learn, because they'll pick up bad habits.
7. More machine code features, like many other things I'd like to learn. Whatever happened to the little black book you were going to do (the soft 968 rip-off)?
8. How about buying the rights to the Infocom games for the CPC? They should be going dirt cheap, seen as they're not selling them any more, it would make a great covertape, you could transfer them back to disk with the CP/M CLOAD command.

I think that's it...

James Neill
Wakefield

Rod: OK, well here we go...

1. ***We review 'crap' games because how are the readers going to know they're crap otherwise?***
2. ***Yes, we'll try to.***
3. ***Yes, OK then.***
4. ***Stop the sexism, or stop the letters?***
5. ***We all laughed in our office. We showed it to sister mag ST Format. They didn't laugh. They wanted your address.***
6. ***If you think the type-ins are shabby, do something about it! We're always on the lookout for decent routines...***
7. ***A machine-code series? We're working on that idea right now.***
8. ***As far as putting adventures on the covertape is concerned, we've got the Balrog on the case right now. We're not anxious to shell out loot to buy rights if we can avoid it, though, but we'll be open to reasonable offers.***

Green is great!

I have been using my Amstrad CPC464, with its green monitor, since October 1884, mainly in association with *Tasword 464*, and have found this combination to be very satisfactory indeed for my purposes. However, I realise that my CPC464 won't last for ever, and I am now thinking of a replacement – either a CPC464, a CPC6128 or a PCW8256.

I understand CPC machines are still available, although they seem to be obsolete in Edinburgh when I recently made enquiries there. If they are still around, can the CPC machines be supplied with green screen monitors? If not, can their colour monitors be made to simulate a green screen?

Ian Farquharson
North Berwick

Rod: The CPC range has now been superceded by the Plus machines. These are essentially identical to the old models, except for a new body casing and the addition of a cartridge port.

You don't say whether you want a machine primarily for word processing. If you do, I would have to recommend the PCW8256, which comes with the green screen you're after.

The new Amstrad Plus models have a new paper-white mono screen option. Alternatively, the colour screens can be set up to give any text and background colour you like. However, the colour screens are not as easy to read as the mono ones.

Nothing but praise (and a plug)

Firstly, I would like to say that *AA* is a brilliant magazine, as it covers a lot of different subjects, and every page is a good read. When I first got my 6128, I went out and bought a copy of *AA* to see the reviews and news and stuff, because I wanted to get some good software and I needed a bit of guidance. I read it from cover to cover and I was so impressed I bought a load of back issues and decided to buy it every month.

Then in November last year my beloved Arnie was stolen (Boo! Hiss!). The next day, I bought *AA* (Hooray! Yippee!) and turned to the small ads. I phoned a few numbers and quite quickly found a very good deal. A week later, my new Arnie was back on the road and, thanks to *AA*, I have since bought a printer, a second disk drive, and opened a PD library. (Plug time! - Ring 081 392 1372 for free sample disk and catalogue - end of plug.)

Now I hear *AA* is being improved! I just wish there was some way that disk-only owners could get a copy of the covertape programs on disk. I also think that £2.20 is just a bit much, but they again everyone's bound to think that at the start, aren't they? I also have a message to anyone out there who has even a small complaint about Rod: just imagine if *AA* wasn't being published, you'd have to rely on certain other magazines to give you all the latest news etc. *AA* is tops!

Rod: Oooh, that was a bit sneaky the way you got that plug in, squeezed in amidst all that flannel! You'll go far...

Too much trouble?

On behalf of disk drive owners I would ask you to put the tape-to-disk program at the start of the cassette tape and not the end. At the moment I have to fast-forward the tape and then try to find the start of the program. If it was at the beginning of the tape it would be much simpler.

Tony Baker,
Fareham

Rod: Yes, but surely you only have to find the transfer program once? After that, all our covertape programs will be safely stored on disk and you need never use the tape again. If we put the transfer routine at the start of the tape, people with tape-only machines would have to bumble their way past it every single time they wanted to play the games. Now that wouldn't be fair, would it?

Those new machine blues

Since Christmas I have been the 'proud' owner of a 6128 Plus, and am beginning to think that I was seduced into buying a computer that is outdated before it's even got off the ground. I was attracted by the package, colour monitor, disk drive and cartridge. Well that extra 64K of memory would be useful as well, wouldn't it? I now find out that:

(a) The extra memory is almost never used by programs.
(b) There is virtually nothing available on cartridge for the Plus.
(c) A lot of the stuff available on disk for the CPC is not compatible with the 6128 Plus. For example, I have two copies of *Pinball Magic*, because I am pinball crazy, but it won't run. The explanation from our local dealer? "Oh dear, not compatible with the Plus? No, sorry, can't give you a credit. You see it works on our old 6128, but if people have a Plus like you we won't be able to shift them." Great!
(d) Final straw. *AA* is going to charge me 60p more each month for a magazine with a covertape I cannot use. Anyone want to swap a wonderful new 6128 Plus for a nice old CPC6128? Or better still, I think I might desert Amstrad altogether and get an Amiga, but then I'd lose my colour monitor. Aaaagh – my head hurts! And all it really needs is for Amstrad to get their act together and give the software backup required by the production of a new line.

Jill Denton
St Peter, Jersey

Rod: Hmm... let's take your points in turn:

(a) Firstly, it's not true that the 6128's extra memory is 'almost never' used. Although most games are designed for the 64K machines (to cater for the lowest common denominator and cut overheads) many – if not most – 'serious' programs rely on the full 128K of memory.
(b) It's true that there are fewer cartridge games available currently than expected, but the number is steadily growing and we hope there will be a decent total by the end of this year.

(c) Some games don't run on the 6128 Plus. Sorry we didn't make it clear that Pinball Magic didn't. As for your retailer refusing to exchange your game, that's quite outrageous. Any product must be fit for the purpose it was bought for, and if the man in the shop sold you a product that isn't it's his lookout. He should definitely exchange in for you. Unfortunately, Loriciel doesn't have an office in this country that you could get in touch with.

(d) Well, yes, AA is going up to £2.20 but you are getting a lot more for your money. Not least because we're negotiating special deals with cartridge manufacturers to get many pounds off their prices for our readers. This will help you get hold of more cartridge games and you'll also be saving two or three times the entire cover price of the magazine when you do! We know that 6128 owners can't use the covertape, unless they have a friend who can transfer it for them. The costs involved in producing disk versions would be many times greater, but it's something we're giving some thought to even now.

To upgrade or not to upgrade?

I have just bought your magazine for the first time in about a year. It is with great pleasure that I note most of the format has remained the same as I had previously liked your magazine a great deal. In the past I have struggled to obtain a copy due to moving around on a frequent basis.

In my travels I have encountered and played on various 16-bit machines and desired to purchase such luxuries, but on my return home and switching on my trusty CPC6128 I find it does everything I want it to, as I have never been a great lover of arcade games (the one area that 16-bit outstrips 8-bit). My only question along this line is, is it worth my while upgrading to a 6128 Plus, as I have not seen one of the beasts in action?

As to Martin Williams' question in *AA66* on serious software, I find it is best to ring round the software houses and ask what is available as I have found not only is it normally cheaper but there is a lot of software we do not get to hear about, as adverts and shops tend to push only 'popular' items. In particular, CCS have been very helpful with phone queries (and cheap special offers). Also, is it possible you might run a series on hardware projects again? I feel most of the 'add-ons' we can buy can be made cheaper at home. That's all for now. Keep up the good work!

Bruce Garfield
Northampton

Rod: There is still quite a lot of old, but still good, software out there that mail orders suppliers keep in stock – usually at very attractive prices. There's really nothing for it but to shop – and ask – around. In some ways, some of the early 'serious' Amstrad software is still the best!

We have run hardware projects now and again in the past, but it's quite rare for someone to come up with an idea that's cheap to carry out (in case it goes wrong), relatively foolproof (in case it makes your machine go wrong!) and actually useful at the end of it.

Should you upgrade to a Plus? Well, unless your old machine is falling to bits, and unless you mean to want to play the new console games coming out, probably not.

The thoughts of Chairman Rod

I am writing to you about my school Modern Studies project. My group and I would like to ask you some questions about computers and computing.

Grumbles about graphics

I am writing to complain about the state of graphics on the Amstrad today. Take for example the game *Mystical* that scores 94% for graphics – these being mode 0 and very blocky – then take another game called *Golden Axe*, scoring 83% – these also being mode 0 and very blocky. Both of these games utilise mode 0 because it can have sixteen colours on-screen at any one time.

My use of these two games as examples is because they would have looked far better if they had been written with mode 1 graphics, although this mode can only have four colours on-screen. In my opinion, there is never going to be a good looking replacement for clear, sharp graphics and over my many years of games experience, graphics have gone from fairly good mode 1 to extremely laughable mode 0.

My brother and one of his friends each have a Spectrum +2A, a a few years ago they said that Amstrad graphics were of a far better quality than the Spectrum equivalents - but now their opinion is completely opposite, and I feel extremely cheated as games prices have gone up but their quality has hit rock bottom. I have now even begun to agree with them about the graphics, which a few months ago I would not.

All of this has now put me in the mind of upgrading my computer to one of the 16-bits and the fact that nearly all of the reviews of the GX4000 console games have had in them the statement that they are 'nearly as good as the 16-bits' has hastened this. Put it this way: spend £300 on a 16-bit computer and £25 per full-price game and £10 on a budget title, or spend £430 on a 6128 Plus and £25 per cartridge game and £10 on a full-price title. The 16-bit does not have a monitor, but it is still better on all accounts and the games are more available. Yet buy an Amstrad and you'll be £130 worse off and have inferior graphics plus you cannot play cassette software, cutting off at least 50% of the market. The 16-bit also has better-quality games than the Amstrads and more original games such as *Battle Chess* and *Wing Leader*, which will never be converted to any of the 8-bits, let alone the Amstrad.

Stephen Troup
King's Lynn

Rod: I agree generally with what you say about the merits of mode 1 versus mode 0, though I can't agree with you about Mystical - I think it looks really good. On the whole, though, I feel that too many software houses struggle with mode 0 graphics when they could do a much better job with the higher-res four-colour mode. Gremlin Graphics has been doing a lot of mode 1 games recently, and I think they look really good. The loss of colour, in my opinion, is minor compared to the ability to actually make out what you're looking at!

As for comparing the 6128 Plus with 16-bit machines, you make a pretty good case, but for one or two facts. First of all, the 6128 Plus is not currently selling for £430. Following price cuts, you should be able to buy them for £50 less than that in the High Street, bringing the price down to around £380. Secondly, included in that price is, as you point out, a monitor. To make a fair comparison you should add the price of a monitor or a portable TV (I doubt you'll be very popular using the telly in the lounge all the time) to the cost of a 16-bit machine. Thirdly, when you say '16-bit', you really mean the Atari ST, don't you? Even if you take advantage of Commodore's current trade-in deal, an Amiga will still cost you £330. That will go back to £400 once the offer ends or if you don't have an old computer to trade in. The ST is a decent enough machine, but it's not in the same class as the Amiga.

There is another option. What about the 464 Plus. A colour version of this machine will cost you around £280 and let you play high-quality £25 cartridge games, normal £10 full-price tape software and £3 budget games! Now that's not bad, is it? OK, so you don't get a disk drive, but you do get a dedicated games machine that covers the entire price spectrum.



● Are ***Mystical***'s graphics really bad? Stephen Troup reckons programmers should stick to mode 1...

1. Do you think there is enough variation between the different types of software available?
2. Do you use a computer for a serious purpose – if so, which?
3. Do you have a favourite/least favourite game – if yes, which?
4. Please could you tell us the most popular game nationwide last year?

David Main
East Kilbride

Rod: You don't say whether you're interested in just the CPC, David, or computers in general. Assuming you mean computers in general, here we go:

1. *There's a huge range of computer software out there today with a huge range of purposes. Whatever you need to do, there's a computer/program to do it, or at least software you can adapt for the purpose.*
2. *We use Amstrads for writing all our articles on, and Apple Macintoshes for laying out our pages before they go to the printers.*
3. *One of our favourite games of last year was the platform puzzle game Rick Dangerous II. The year before, there was the tactical wargame simulator Laser Squad, which we reckon is probably the finest game ever written for any machine! We're not so keen on home computer versions of arcade games, since home computers are nowhere near as powerful as arcade machines, and the games tend not to look as good or play as well.*
4. *The most popular game last year was almost certainly Teenage Mutant Hero Turtles from Mirrorsoft.*

Do 16-bits rule?

I was interested to read 'Cartridge Crisis' in *Amscene, AA66*. I am not only finding difficulty in obtaining cartridges (the only outlet seems to be Dixons) but also in getting games on disk. My local computer shop announced that they are no longer stocking Amstrad disks, and the larger retailers, like W H Smith and Boots do not seem to want to know about them either. It begins to look like a conspiracy on the part of Amiga\ST stockists to run down Amstrad in favour of the more expensive (and more profitable?) 16-bit machines and games. My son is thoroughly disenchanted with Amstrad now, having saved up for some considerable time to buy a 6128 Plus, and is beginning to wish he had bought an Atari ST, despite the fact that he would then be unable to play all the games he has collected for his 464 over the years. Am I imagining things, or is there perhaps a case for suggesting that the Monopolies Commission should investigate!

Certainly it is up to us Amstrad users to keep on at the retailers until they get the message that there is most definitely a market for Amstrad games on disk, and if they don't realise it then they will lose out. They may not understand the advantages of Amstrad machines over the 16-bit brigade, but they will understand Profit (with a capital P). So get out there and get agitating, all you Amstrad users!

Now to turn to my next hobby horse. I note that there is quite a lot of interest in PD libraries, and I am told that you can get 'free' PD software from Bulletin Boards. True, you don't pay the BBs for the software, but someone has to pay for the phone call, and that someone might not be at all happy if they find that their offspring have been making 20-minute peak period phone calls to get free software.

Barry Marsden
Slough

Rod: If you've managed to buy cartridges from Dixons, then you've done better than we have! Your best bet for cartridge software is probably the smaller independent computer retailers – or you can buy the things from mail order companies, with the advantage of lower prices. As for Amstrad owners having a go at retailers to get them to stock Amstrad software, I'm all for it!

You can't download bulletin board software without coughing up to BT, but you can't get it by post without paying postage. And anyone who buys their offspring a modem and leaves them both unattended must be barmy!

Maintaining standards

I see with interest that you are now producing a covertape with each issue. As a long-standing subscriber (since AA16) I am worried that as a result the contents of the magazine will suffer to balance the additional cost. I realise that most of your readers are a good deal younger than my 34 years and so are more interested in 'freebies', film licence games (all rubbish except *Batman*) and charts. But please do not forget the rest of us, for we are the 'long-term' users of CPCs and not as 'fashion-susceptible' as the youngsters who will probably change their CPC for an Amari 80000K with jet speed joystick and go-faster stripes as soon as they have saved up enough pocket money.

My gripes with the content of the magazine are few, but here they are nonetheless:

Type-ins: more interesting ones, please. The best one ever printed was the tracking of two 'planets' with variable mass and gravity, with loads of permutations and some changes to the original program. This game has occupied hours of my time.

Adventuring: keep it up, especially the clues. Do not allow this column to falter!

Colour: not too much, it offends the eye. The magazine is meant to be read, not used as a backdrop for a house party. Also, get rid of that hideous new cartoon over the Second Opinion in the game reviews.

Repeats: just like the TV. Over and over again people write in with the same queries. I realise that some people may have only just started buying your magazine, but it makes tedious reading for the rest of us. Also, the majority of these repeated questions can be answered if people bother to read the manual, admittedly not a good plot but the characters are well defined.

Finally, some advice for other CPCers. Modems, Micronet and comms in general are very boring, so don't bother with them. Get into MIDI - it's great fun, and you can sound like 808 State within minutes (if you want), I recommend Foundation's step sequencer and Yamaha's PSS-680 keyboard. Lastly, in spite of the advert, a Multiface is essential for games playing. With one of these and the Insider you can finish any game no matter what.

J Treadgold
Launton, Oxon



Will the addition of a covertape lower AA's standards? Absolutely not, Mr Treadgold.

Rod: The covertape will make no difference to the contents of the magazine whatsoever, you will be pleased to learn. Type-ins? Well, we try to pick the most interesting for everybody, but judging by your favourite one, your tastes are a little off the beaten track! There is no way the Balrog will let the adventure column falter! He's always phoning me up and asking for more pages. As for colour... well, I reckon you're in a minority of one. Everyone else wants as much colour as possible. And if you think Paul Morgan's colour pages are wild, you should see his T-shirts. Honestly, we've all started wearing dark glasses...

Finally, your comments about repeats. I can understand long-standing readers getting fed up with the same old questions, but I can only suggest a little patience. Lots of our newer readers have trouble with the basics, and the Amstrad manual isn't the best in the world. It's like anything else - once you've learnt it, you can't understand the problem.

I wasn't sure about leaving in your bit about comms. I think I'll get a deluge of complaints about that... "Dear AA, I think comms is interesting for 216 reasons. Firstly... **AA**

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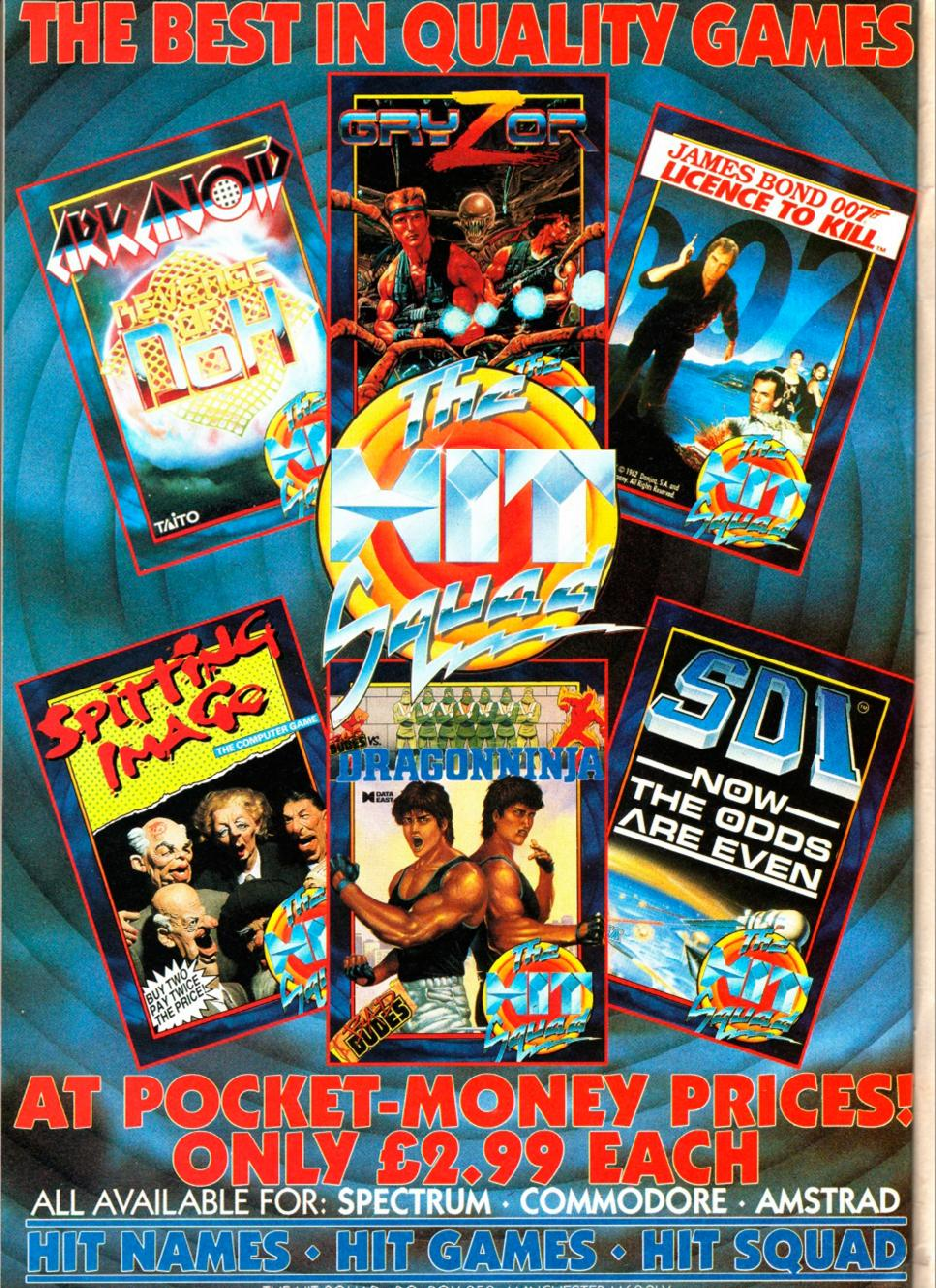
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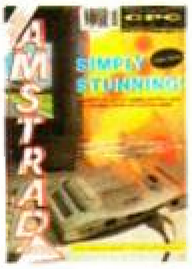
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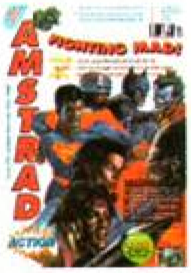
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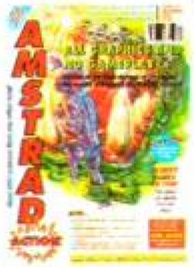
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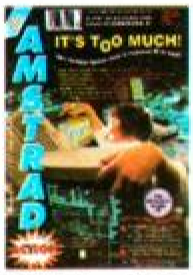
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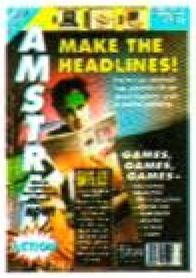
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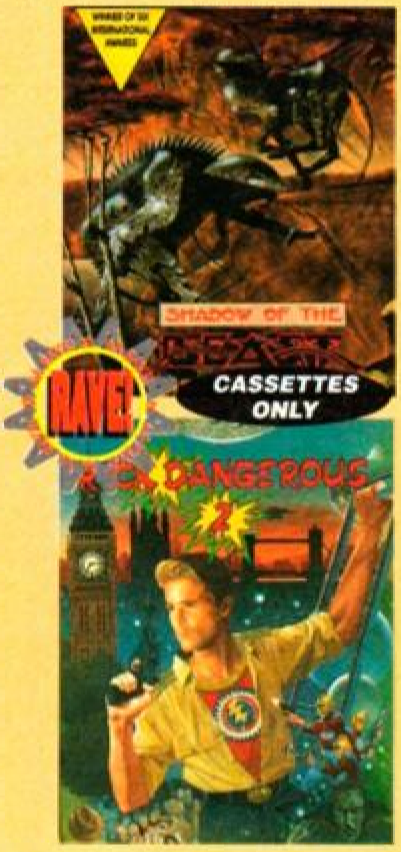
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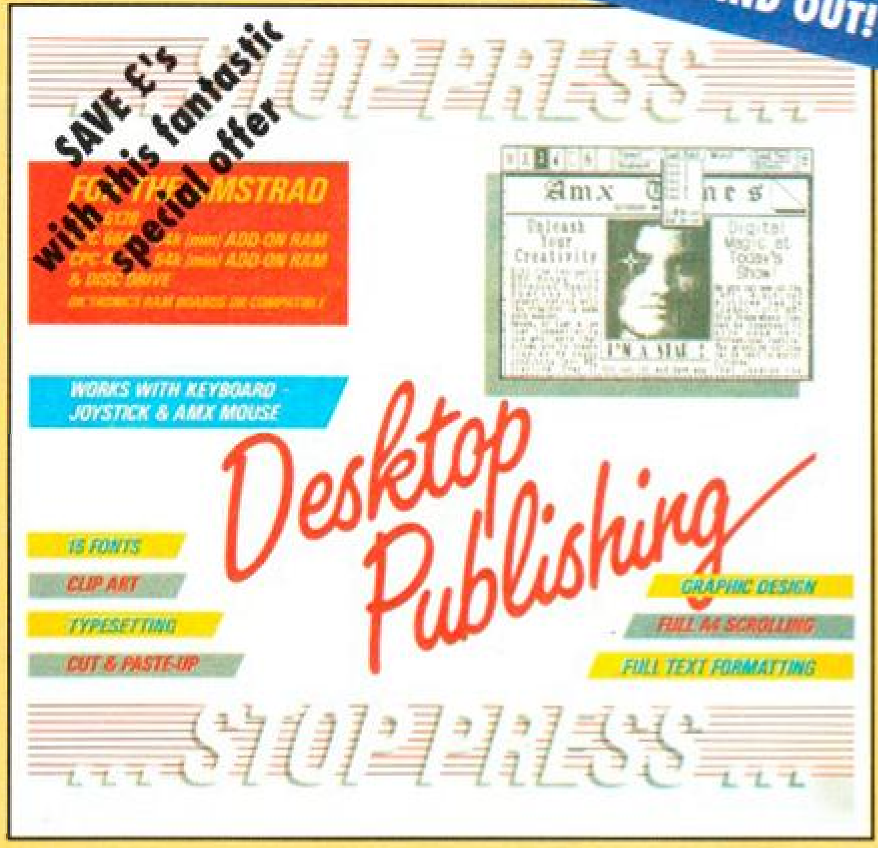
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AAfterthought

Everything's Broken!

It's been that sort of month. For a start, Paul's Macintosh broke twice (and confiscated half the magazine until we got it fixed), our GX4000 console broke, the lead connecting our Plus to our frame-grabbing machine broke... and Jim, who delivers all our post, he fell off his moped and broke his ankle. Oh, and the lift broke 23 times. Frank was trapped for five days before anyone missed him.

Apart from that, though, what a month for Mastergames! We're very fussy about awarding that ultimate *AA* accolade, but there's no doubt in our minds that these four games deserve it.

- Switchblade is very nearly as good on tape as it is on the console!
- Total Recall is just one more excellent film licence from Ocean.
- F-16 Combat Pilot, from simulator specialist Digital Integration, is packed full of real-life hardware, and has to be the most thorough and comprehensive flight sim yet.
- BAT is French – enough said? As usual with French games, the graphics are fantastic and the gameplay weird. An excellent role-playing adventure.

Last month we went mad on compilations; this month it's quality rather than quantity!

Prizes galore!

Yes, it's time to name those names. Honestly, we run so many brilliant competitions, listing all the winners takes up most of *AAfterthought*!

Is there anyone out there who's *not* won something...?

Big Dick Compo (AA66)

...OK, thank you, you can stop sniggering now (that's the last time we let Adam think up the compo names).

There were ten lucky winners for this one, each receiving a Dick Tracy T-shirt and Dick Tracy mug. Wow! Check to see if your name is here:

Costas Topakas, Greece; John Kelly, Penrith; Archie Fulton, Brae; Matthew Warnack, Sudbury; Keith McDonald, Kirriemuir; Paul Finch, Lincoln; Aaron Walker, Bristol; Thomas Nicol, Mauchline; Jeffrey Hinde, London; Alexander Parker, Bristol.

And for those of you still struggling to work out the correct answers, Dick Tracy was played by Elvis Presley, his wristwatch contained a rocket launcher with thermonuclear missiles and he wore camouflage green and khaki. Something like that, anyway.

AA Robocomp

We had a huge response to this one, folks. Just to remind you, first prize was a £200 Panasonic CD ghetto-blaster and Robocop 2 on cartridge, second prize (five of them) was Robocop 2 (the film) on video and the game on cartridge and third prize (ten!) was the cartridge game on its own. Phew!

First prize goes to: Stuart Buss, Swanley, Kent.
Second prizes go to: Neil Tomkinson, Northwich; Iain Jones, Castle Bromwich; Terry Leese Cheddleton; Murray Robertson, Orpington; S. M. Weaver.
Third prize winners: Natasha Bithall, Newcastle-under-Lyne; Simon Dunn, Hartlepool; R. B. Edwards, Solihull; Darren Lamb Cowco; David Watson, Port Glasgow; Richard Thompson; Steven Owen, Gosport; Khalid Murad, Luton; Francis Scauflaire, Brussels; John Girvin, Belfast.

Incidentally, we've had a good ticking-off for offering 18-rated videos as prizes. We're all in the doghouse, and we promise it won't happen again. (Sorry!)

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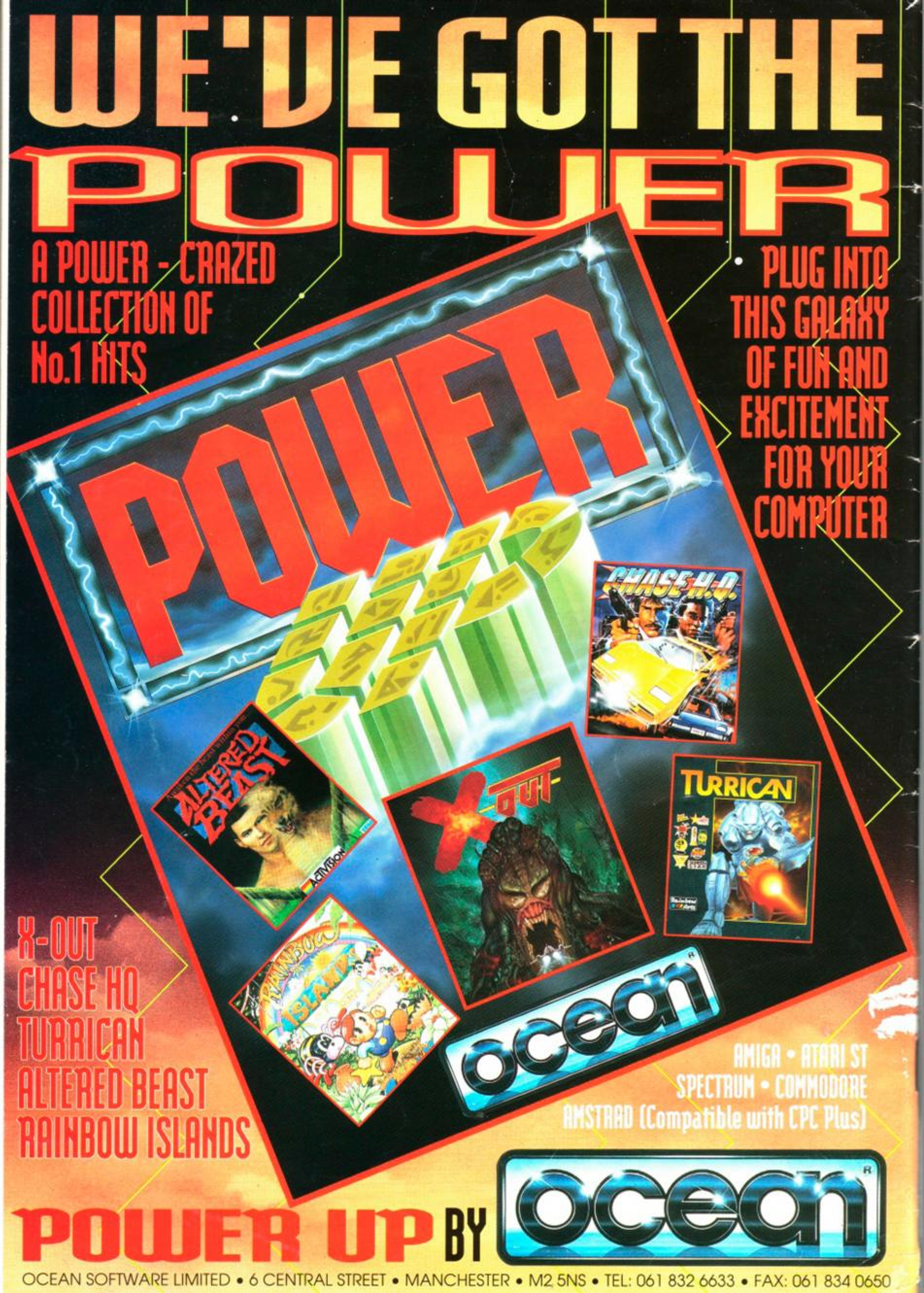
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